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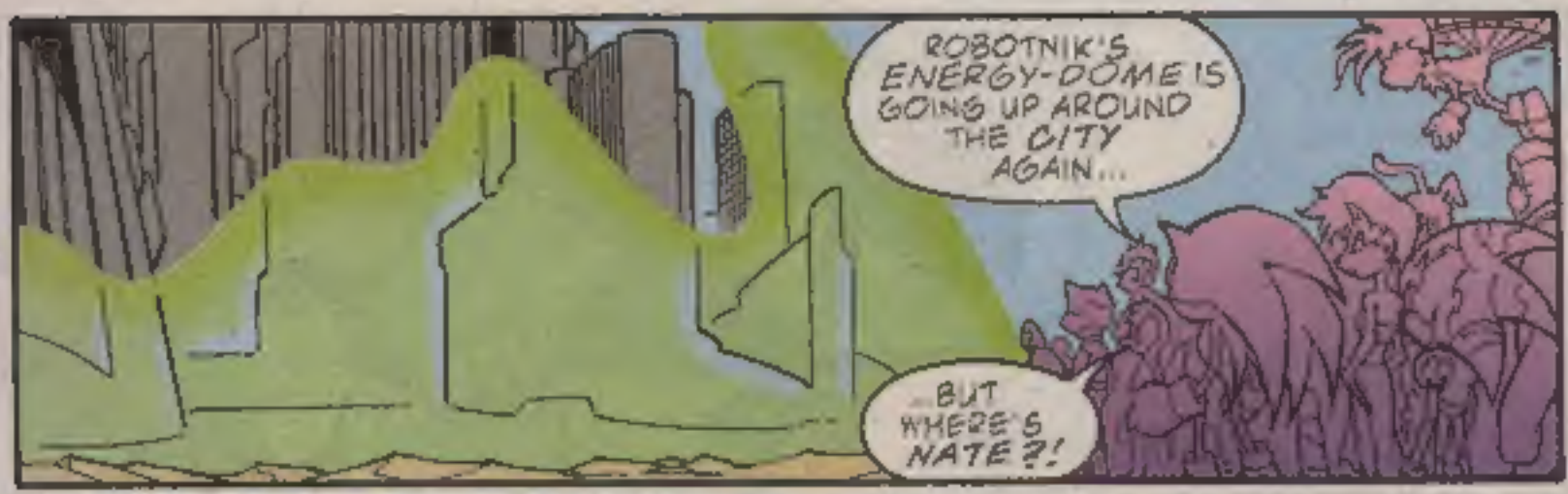
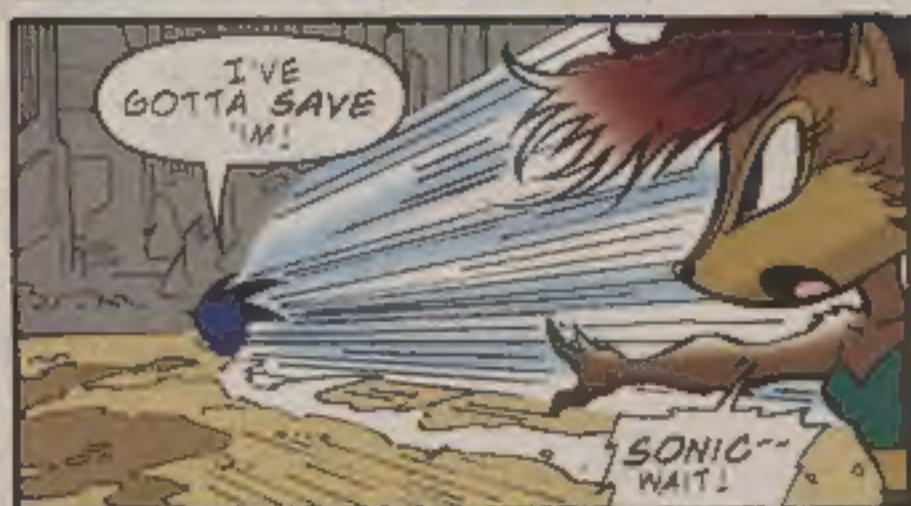
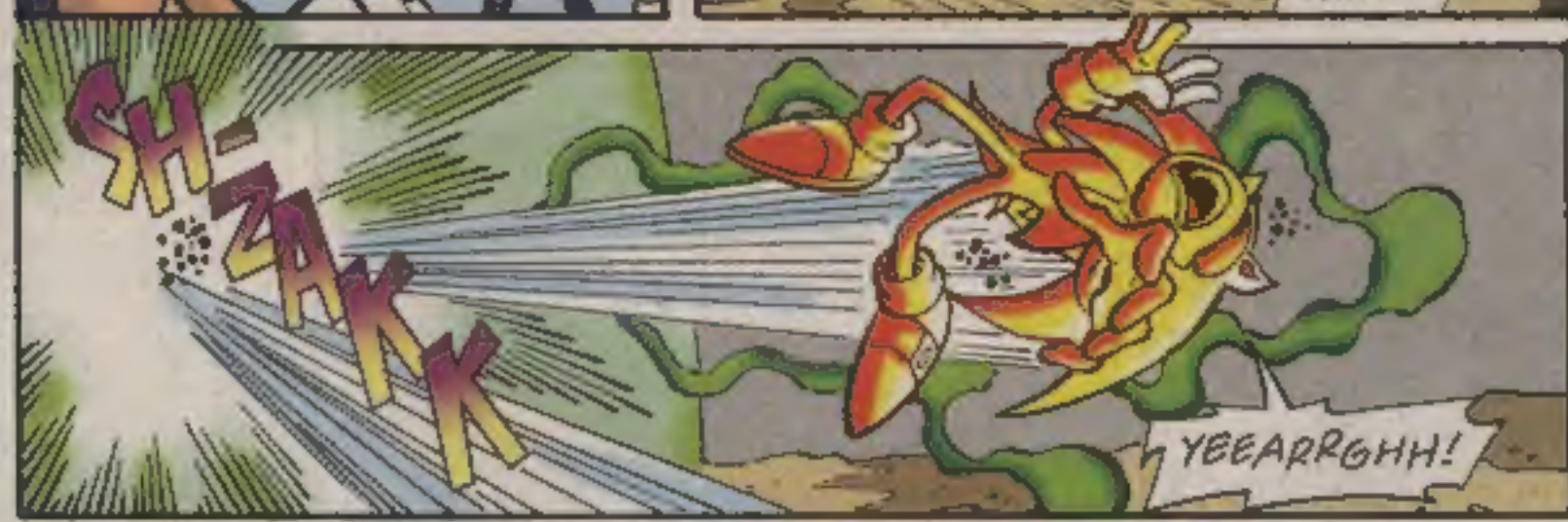
SONIC™
THE HEDGEHOG
SEGA®
10TH ANNIVERSARY SONIC
DIRECT EDITION







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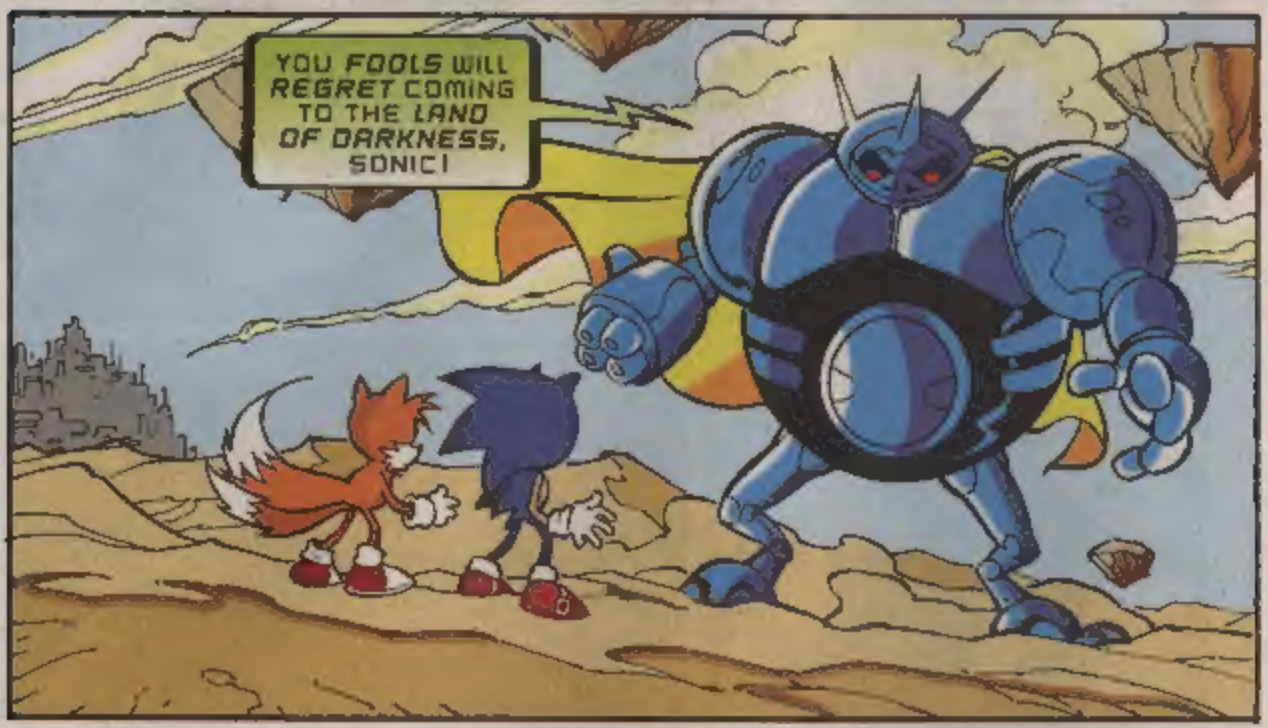
...AND THEN EVERYTHING CHANGED!
RIGHT AS RAIN, TAILS!


YOU FOOLS WILL REGRET COMING TO THE LAND OF DARKNESS, SONIC!

YOU DON'T SCARE US, METAL ROBOTNIK!
YEAH!

SONIC AND TAILS HAVEN'T A PRAYER!
ONCE METAL ROBOTNIK SENDS THEM SCURRYING BACK TO THE LAND OF THE SKY...
...NOTHING ON PLANET FREEDOM WILL PREVENT ME FROM MARRYING YOU...

...PRINCESS SARA!

EEEW! I WON'T, DR. ROBOTNIK! YOU SMELL LIKE ROTTEN EGGS!

ZAM

CURSE YOU!

THAT'S IT, TAILS--

--YOU GOT 'IM ON THE ROPES!

STAY STILL!

SORRY!

ZAM

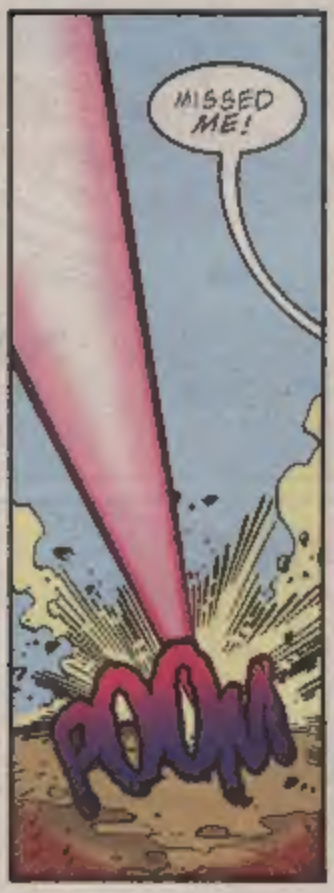
READY, SONIC?

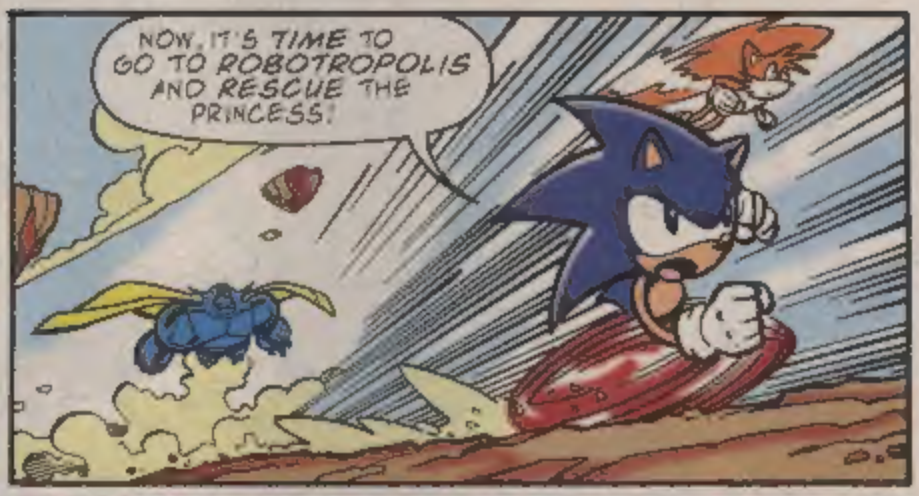
PAL O' MINE...

...I'D SAY OUR WORK IS DONE!

NYAH! NYAH!

ZAM


MISSED ME!
POOM


NOW, IT'S TIME TO GO TO ROBOTROPOLIS AND RESCUE THE PRINCESS!

PRIMARY WEAPONS LOCKING ON TARGETS.
READY. AIM.

BRA-KOOM

KNUCKLES! WHAT ARE YOU DOING HERE?
PULLING THE PLUG ON METAL ROBOTNIK!

IS THAT SO?
NO WAY!
JUST WHEN I GOT IT COVERED

...IT CHANGED ON ME AGAIN...

LET US AGAIN WELCOME LOCKE THE ECHIDNA...

I DON'T BELIEVE IT!

...AND HIS SON, KNUCKLES, GUARDIAN OF THE FLOATING ISLAND, TO MOBOTROPOLIS.

THIS DAY MARKS THE SEVENTH ANNIVERSARY OF OUR ALLIANCE WITH THE ECHIDNAS...

...AND TO HONOR IT, I DUB THEE "SIR KNUCKLES"...

...MY FUTURE SON-IN-LAW!

QUELLE HORREUR! NONE COULD LOVE ZEE PRINCESS MORE ZAN I!

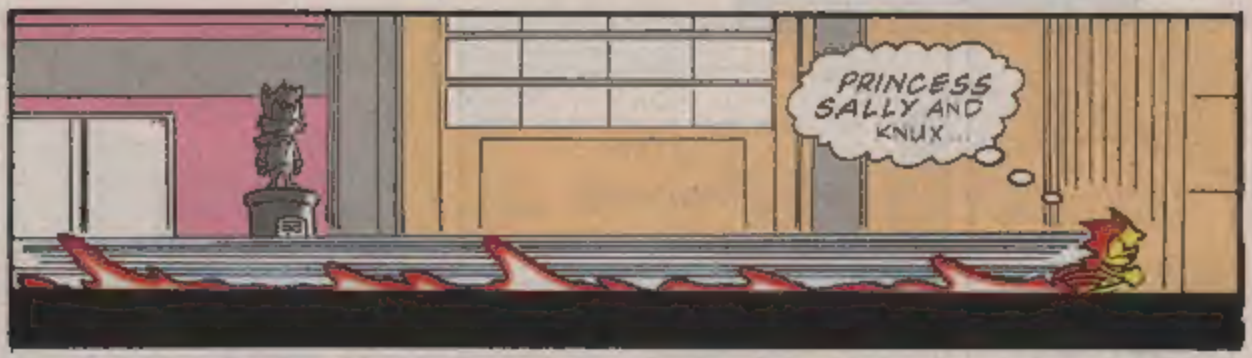
HEY, SONIC--WHERE YA GOIN'?

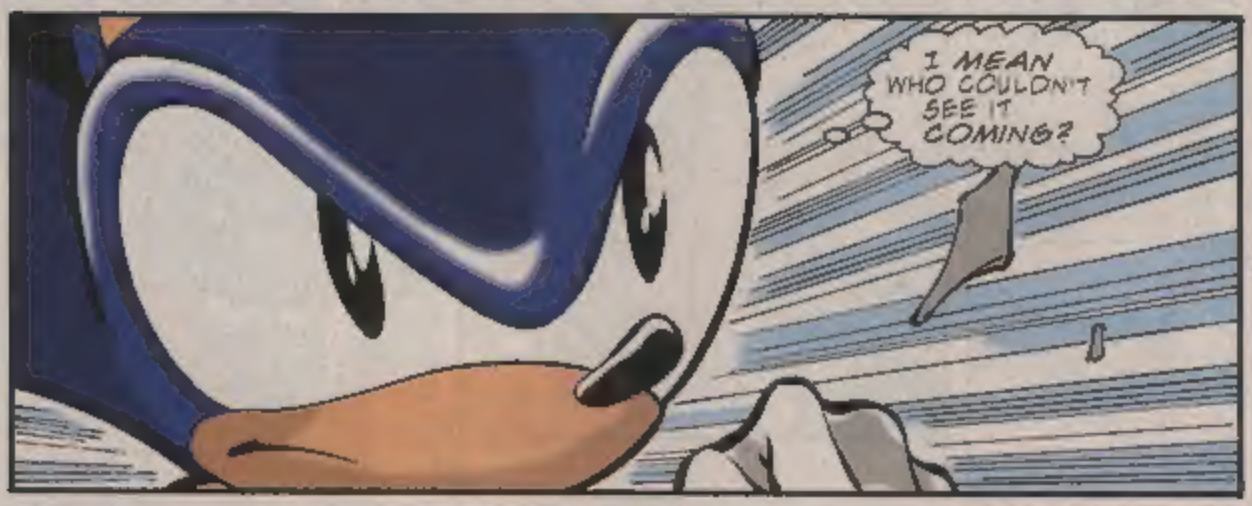
I'LL GO TOO!

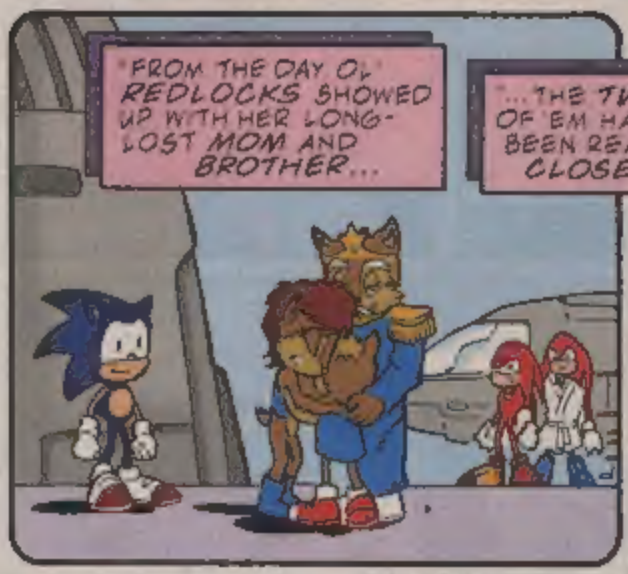
MILES...

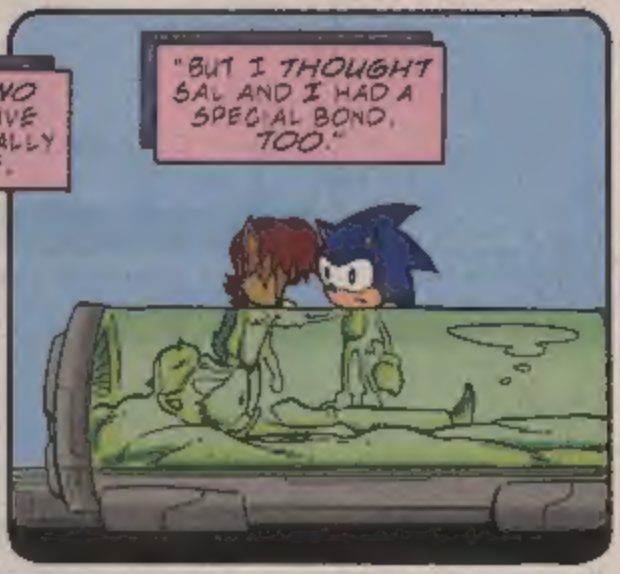
...YOUR MOTHER AND I NEED TO SPEAK WITH YOU.

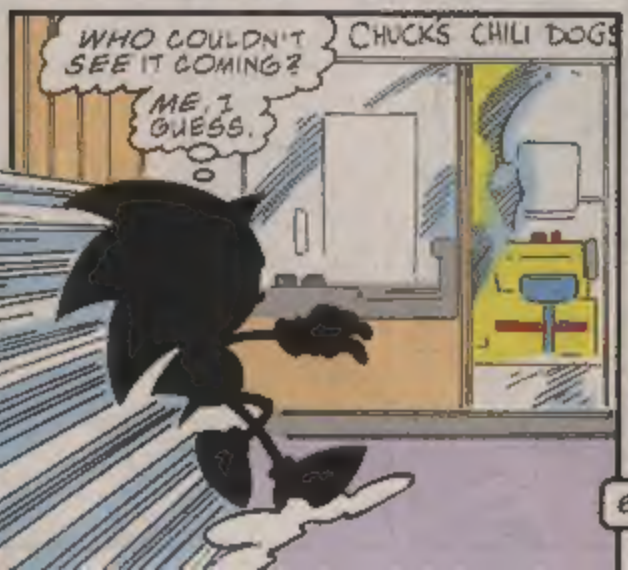
AW, DAD...


PRINCESS SALLY AND KNUX...

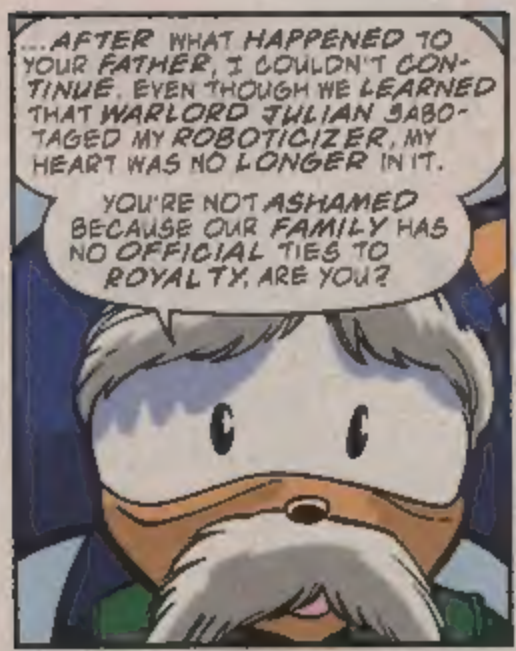

I MEAN WHO COULDN'T SEE IT COMING?


"FROM THE DAY OL' REDLOCKS SHOWED UP WITH HER LONG-LOST MOM AND BROTHER...
...THE TWO OF 'EM HAVE BEEN REALLY CLOSE.

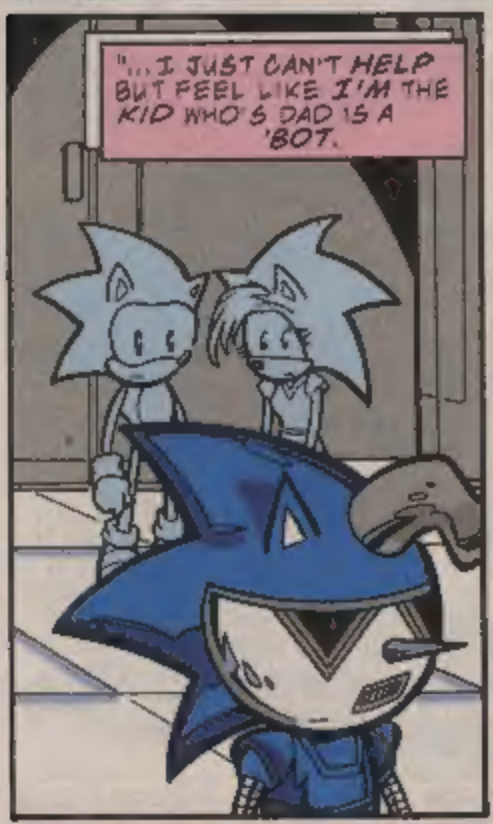

"BUT I THOUGHT SAL AND I HAD A SPECIAL BOND, TOO."


WHO COULDN'T SEE IT COMING?
ME, I GUESS.
CHUCKS CHILI DOGS

UNCLE CHUCK WHY'D YOU RESIGN FROM YOUR ROYAL POST?
WELL, SONNY-BOY...


...AFTER WHAT HAPPENED TO YOUR FATHER, I COULDN'T CONTINUE. EVEN THOUGH WE LEARNED THAT WARLORD JULIAN SABOTAGED MY ROBOTICIZER, MY HEART WAS NO LONGER IN IT.
YOU'RE NOT ASHAMED BECAUSE OUR FAMILY HAS NO OFFICIAL TIES TO ROYALTY, ARE YOU?

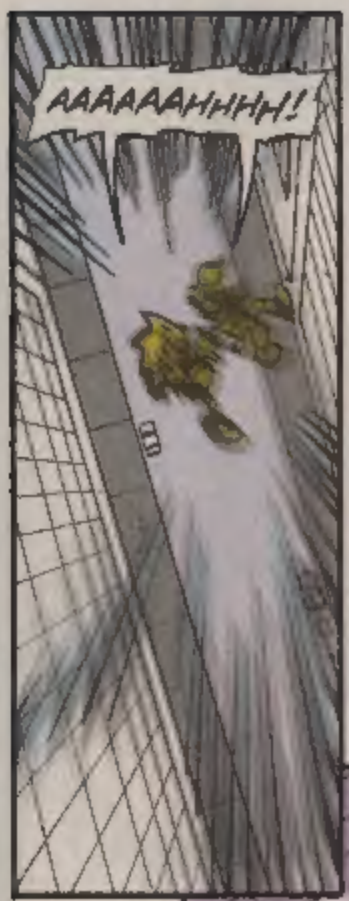
TAILS' DAD NIPPED WARLORD JULIAN'S COUP IN THE BUD, KNUCKLES' DAD RETURNED QUEEN ALICIA AND PRINCE ELIAS, ANTOINE'S DAD SERVED THE HOUSE OF ACORN FOR YEARS...


"...I JUST CAN'T HELP BUT FEEL LIKE I'M THE KID WHO'S DAD IS A 'BOT.

"YOU'LL FIND, SONNY-BOY, THAT MORE OFTEN THAN NOT...

"...UNOFFICIAL TIES CAN COUNT FOR MORE."

...AND AGAIN...
HALT, REBEL INTRUDERS.
WELL, HEDGEHOG... IT APPEARS THAT THERE'S NO WAY OUT BUT DOWN-- A LOOONG WAY DOWN!
NOW, GIVE ME BACK MY FLORA-TERMINUS FILE!
READY WHEN YOU ARE, SONIC!
SURE, DOC! JUST LET ME OKAY MY SURRENDER WITH THE PRINCESS. SAL?
JUMP!

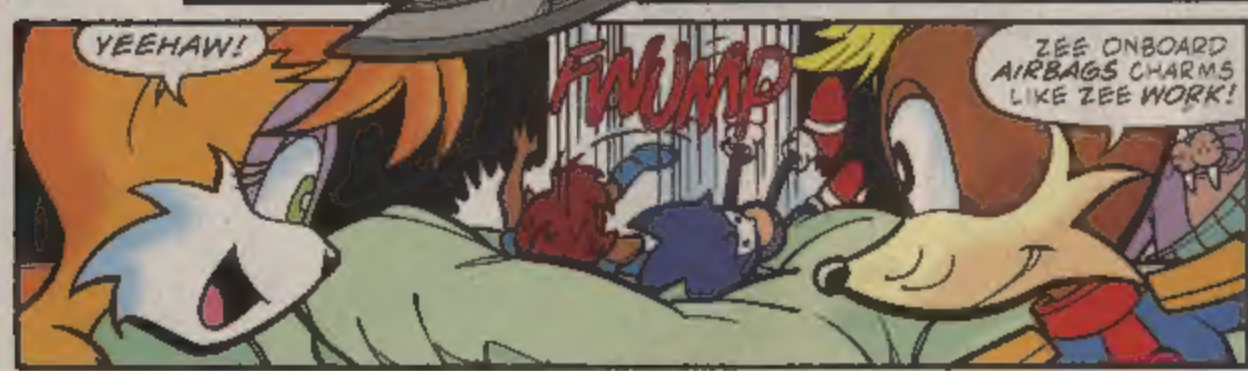

AAAAAAHHHH!

ZERE ZEY ARE-- FALLING!
ROTOR!

YOU FINISHED FUTZIN'? IT'S NOW OR NEVAH!

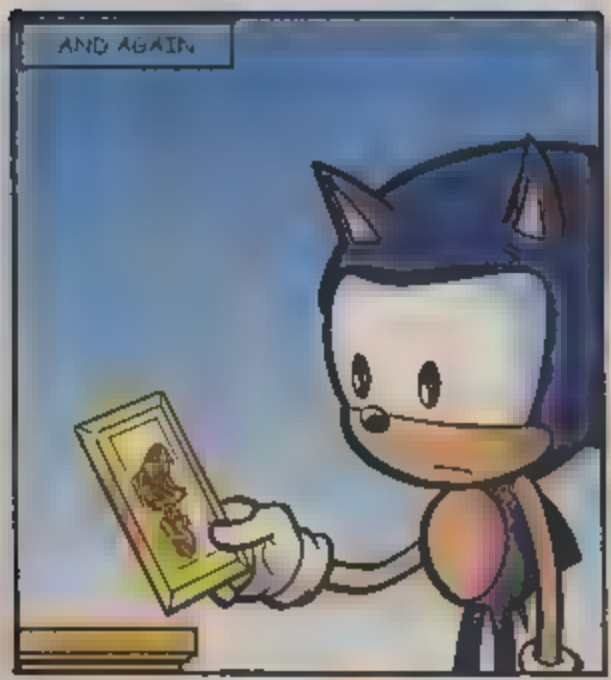
NOW, BUNNIE! NOW!

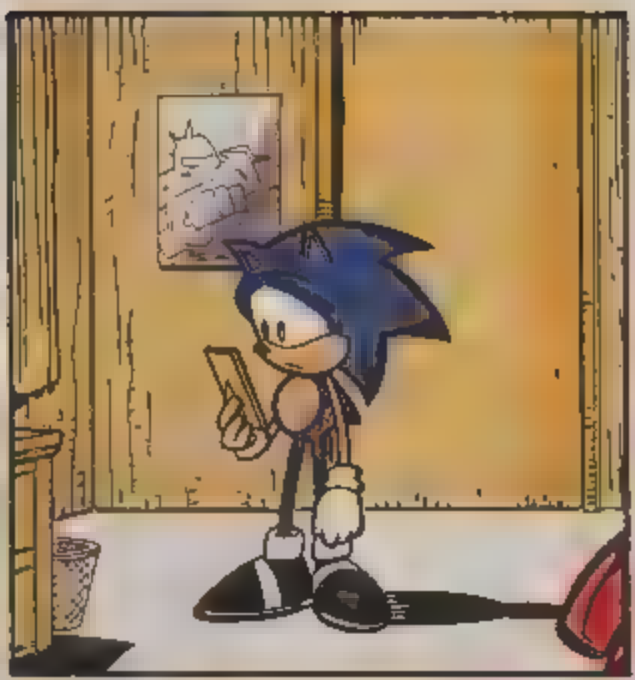
WHOAAAHHH!

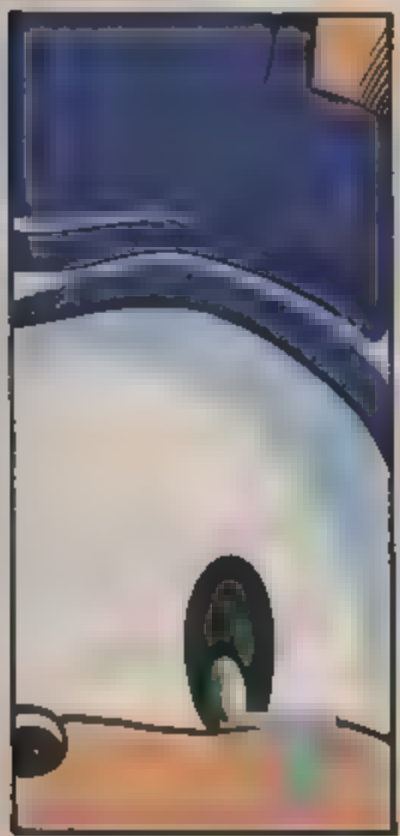

YEEHAW!
FWUMP
ZEE ONBOARD AIRBAGS CHARMS LIKE ZEE WORK!

SONIC
FAN ART

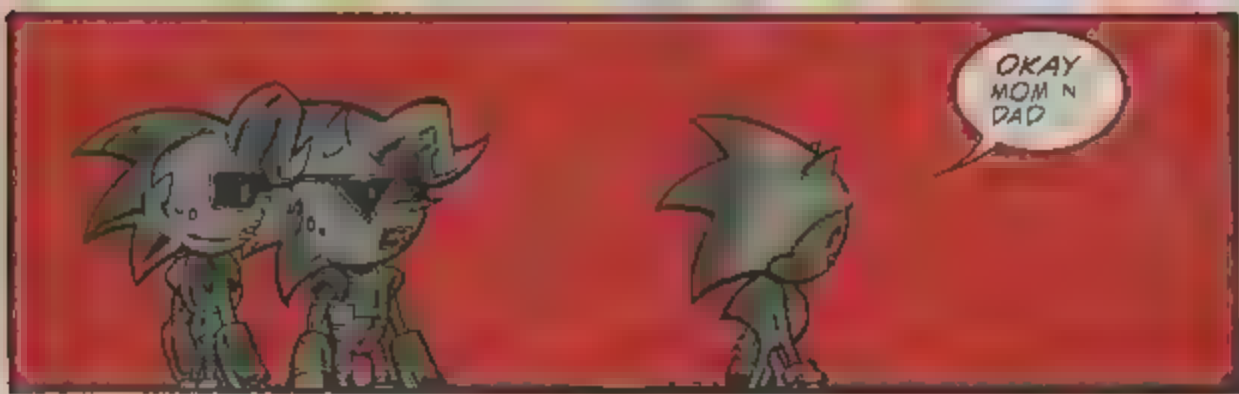
T S NOT OVER, RODENT
TH S SN T RIGHT
WHAT'S NOT R GHT?
ANY OF TH S.
LAST NIGHT I DREAMT I WAS ENGAGED TO A RED ECHIDNA NAMED--
KNUCKLES?
YES HOW D D YOU KNOW?
I HAD THE SAME DREAM
MY PARENTS WERE STILL ALIVE AND I HAD AN OLDER BROTHER SONIC
I FEEL LIKE T S PARTLY TRUE
ME TOO SAME TOO

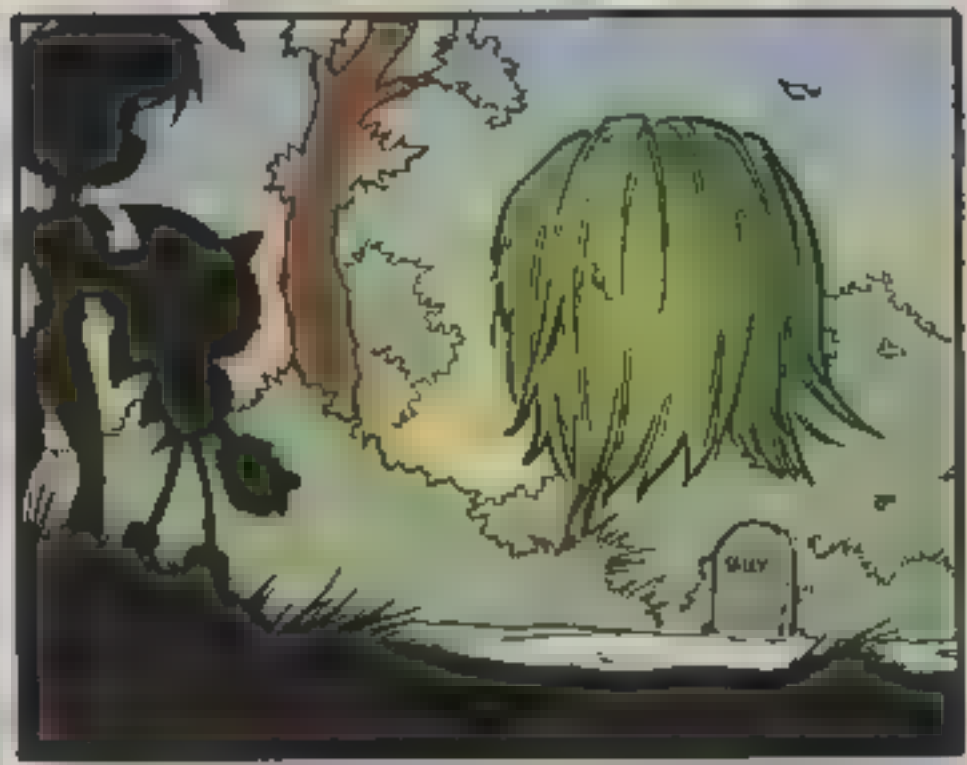

AND AGAIN

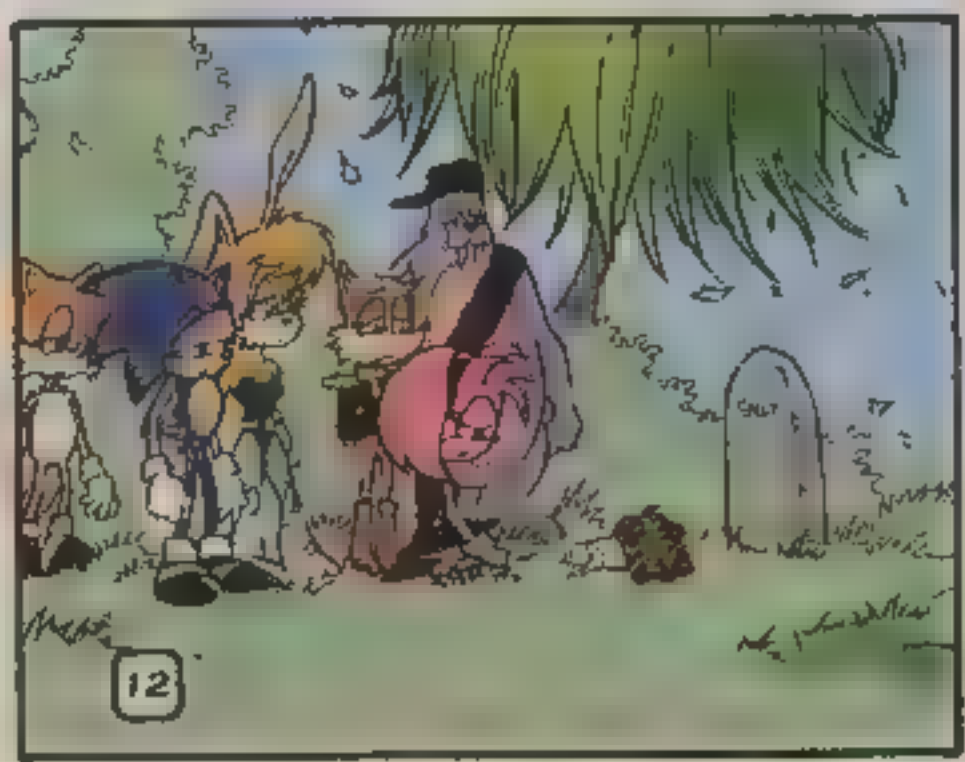




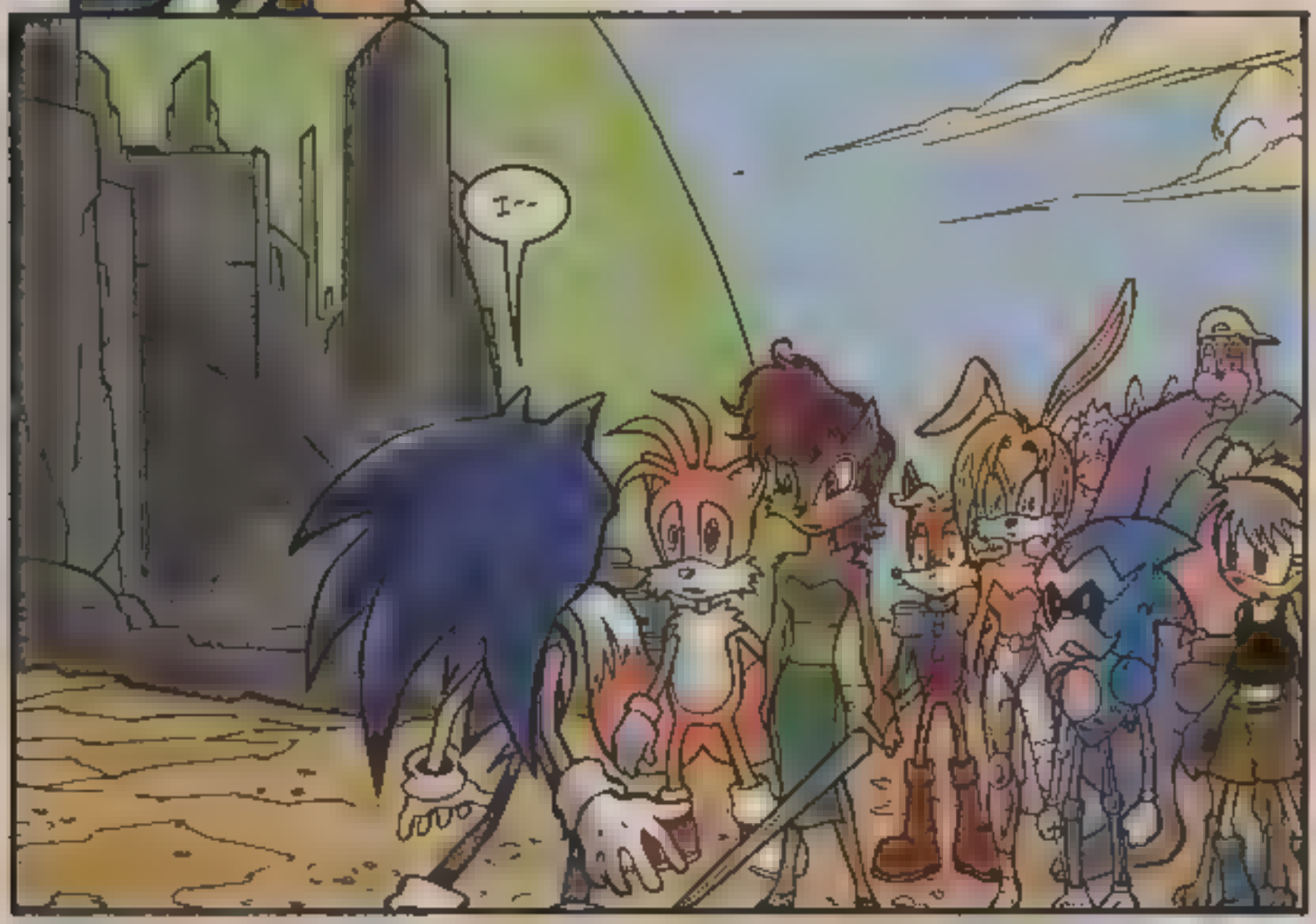
SONIC IS TIME
THEY'RE WAITING FOR YOU

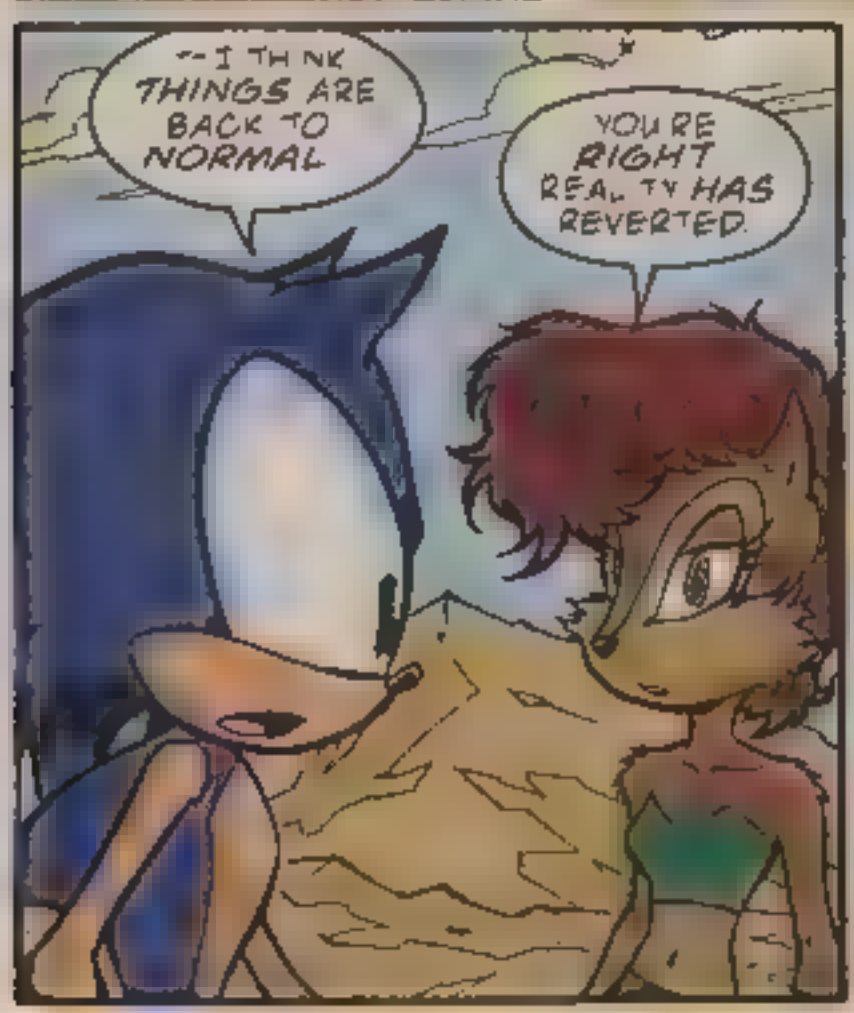

OKAY MOM N DAD

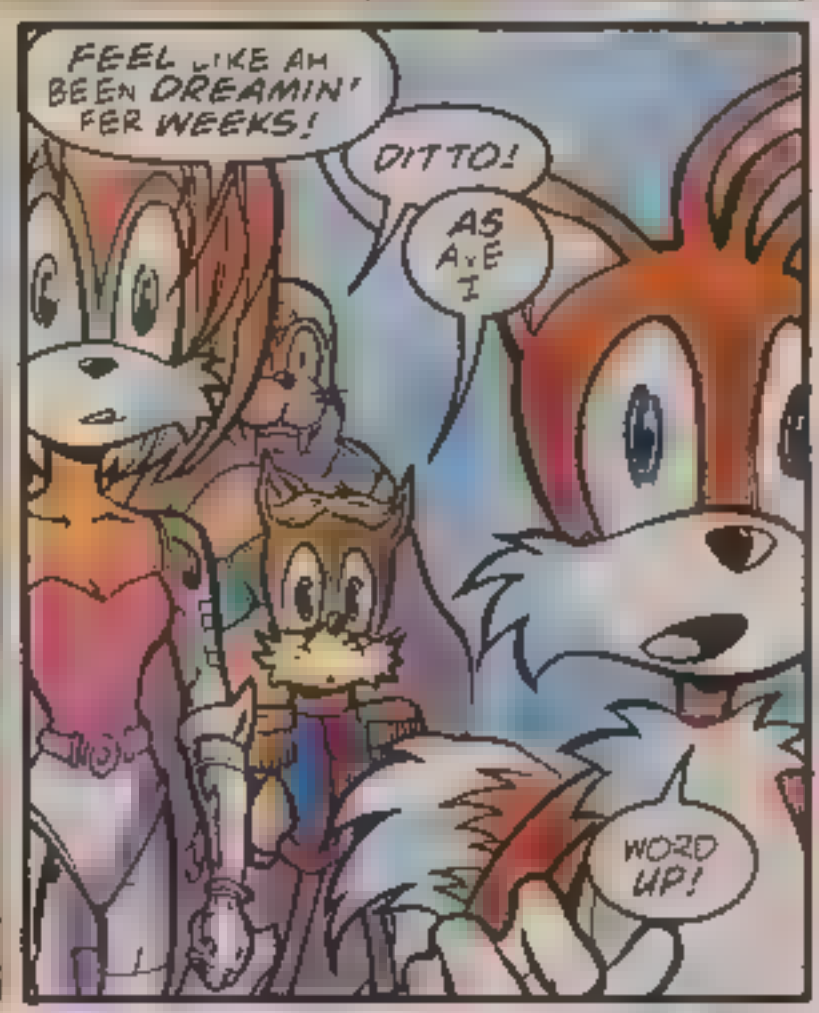


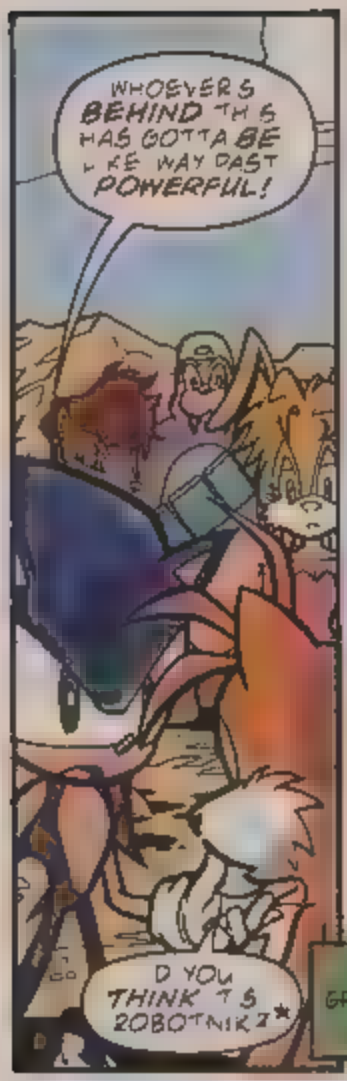


AND WAITAMINUTE-
THIS S COMPLETELY BOGUS SALLY DIDN'T DIE I REMEMBER NOW.
UH SUGAH-HOG
YOU FEEL ALL R'GHT SON C?
HE SURELY EEZ FLIPPING ZEE LID!
SHE WAS RIGHT WE RE NOT SUPPOSED TO BE HERE WE RE LEAVING ROBOTROPOLIS
TAKING THE ROBOTIC ZED MOBIANS HOME, AND SALLY'S THERE WITH US.


I--

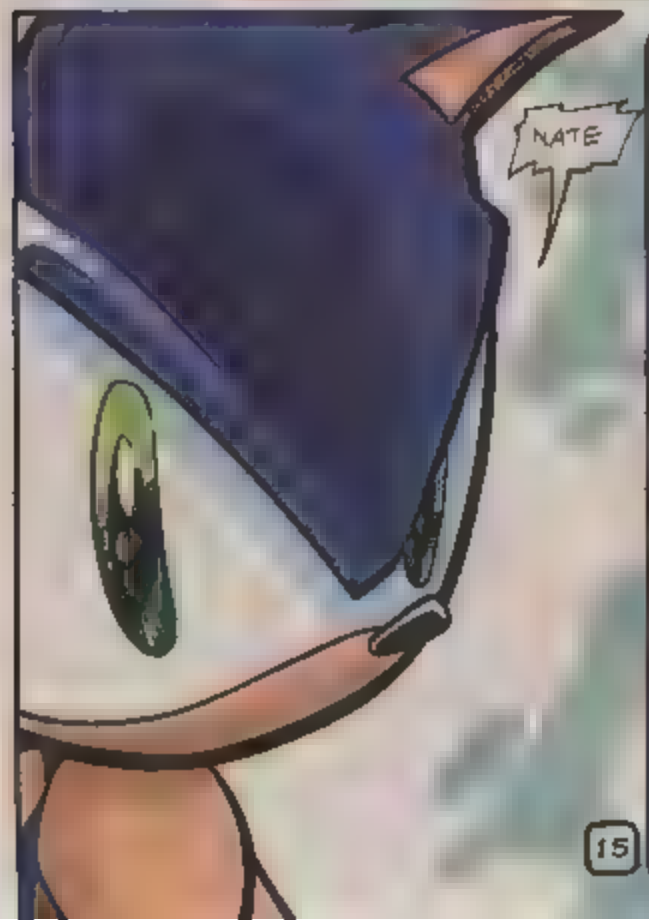

--I THINK THINGS ARE BACK TO NORMAL
YOU'RE RIGHT REALITY HAS REVERTED.

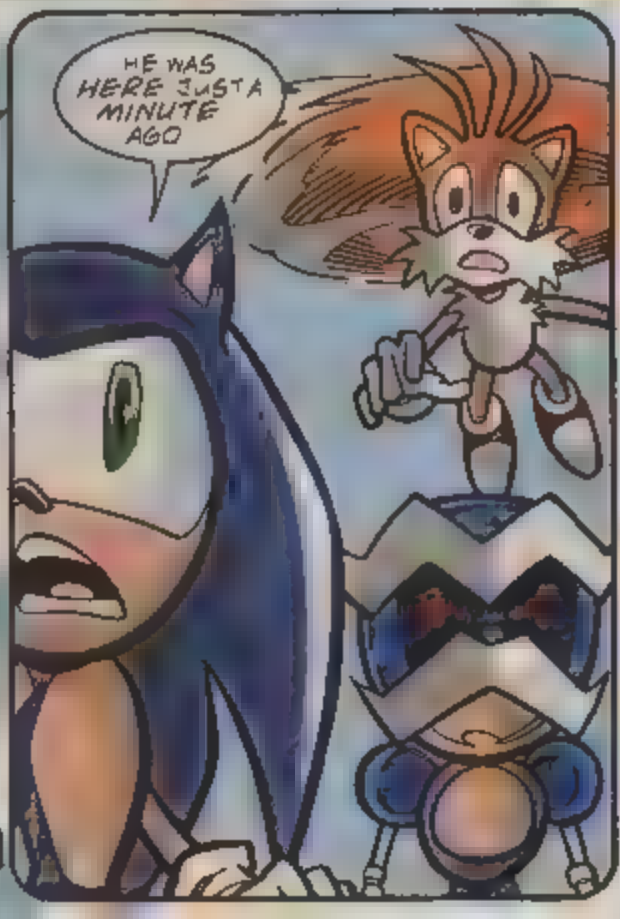

FEEL LIKE AM BEEN DREAMIN' FER WEEKS!
DITTO!
AS AVE I
WORD UP!

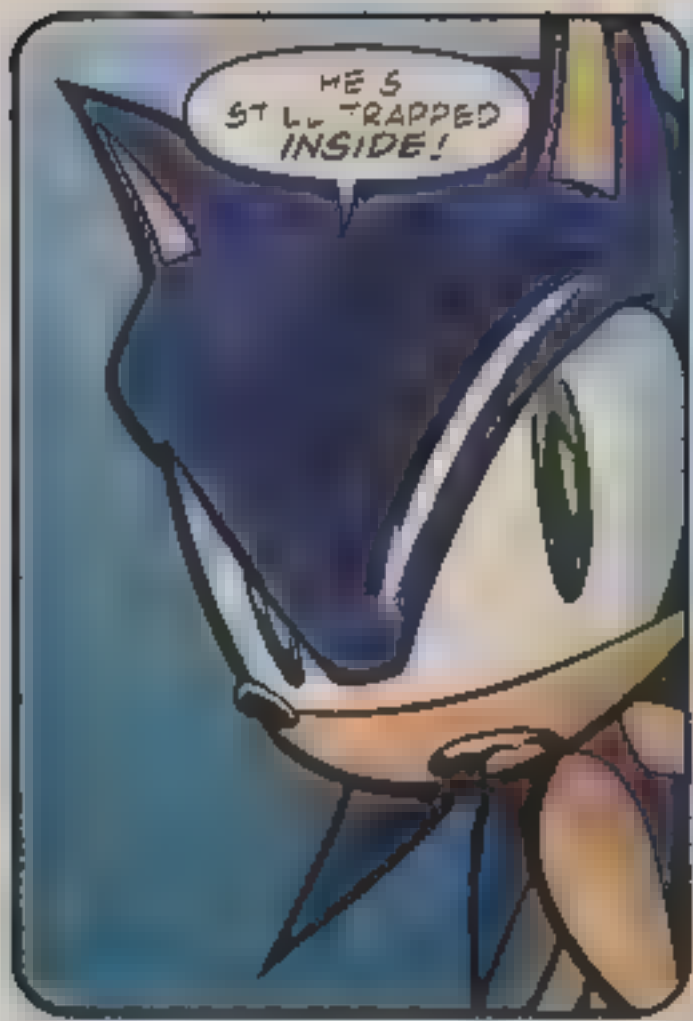

WHOEVER S BEHIND TH S HAS GOTTA BE LIKE WAY PAST POWERFUL!
D YOU THINK T S ROBOTNIK?*

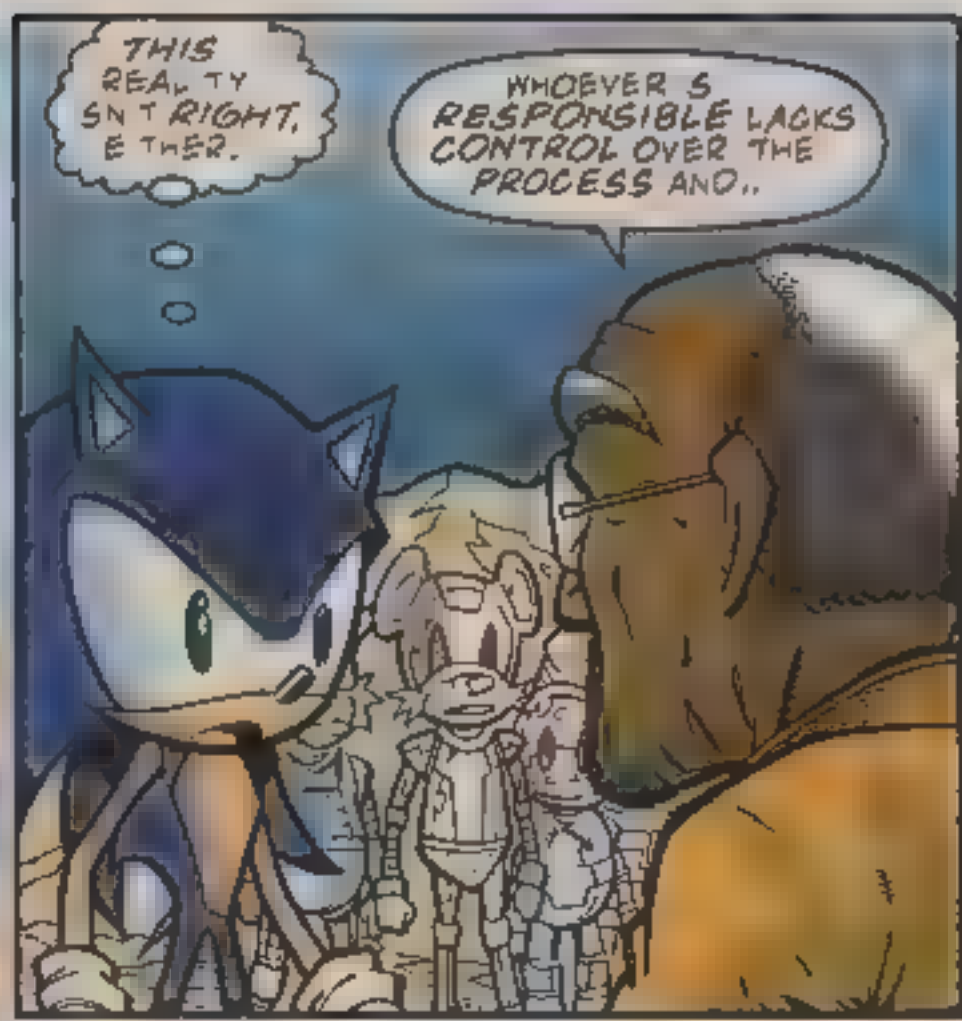
NO HE DOESN T OPERATE THAT WAY
*IF YOU GUESSED THE GLOWING GREEN ECHIDNA YOU RE RIGHT! CHECK THE BACK UP STORY FOR MORE

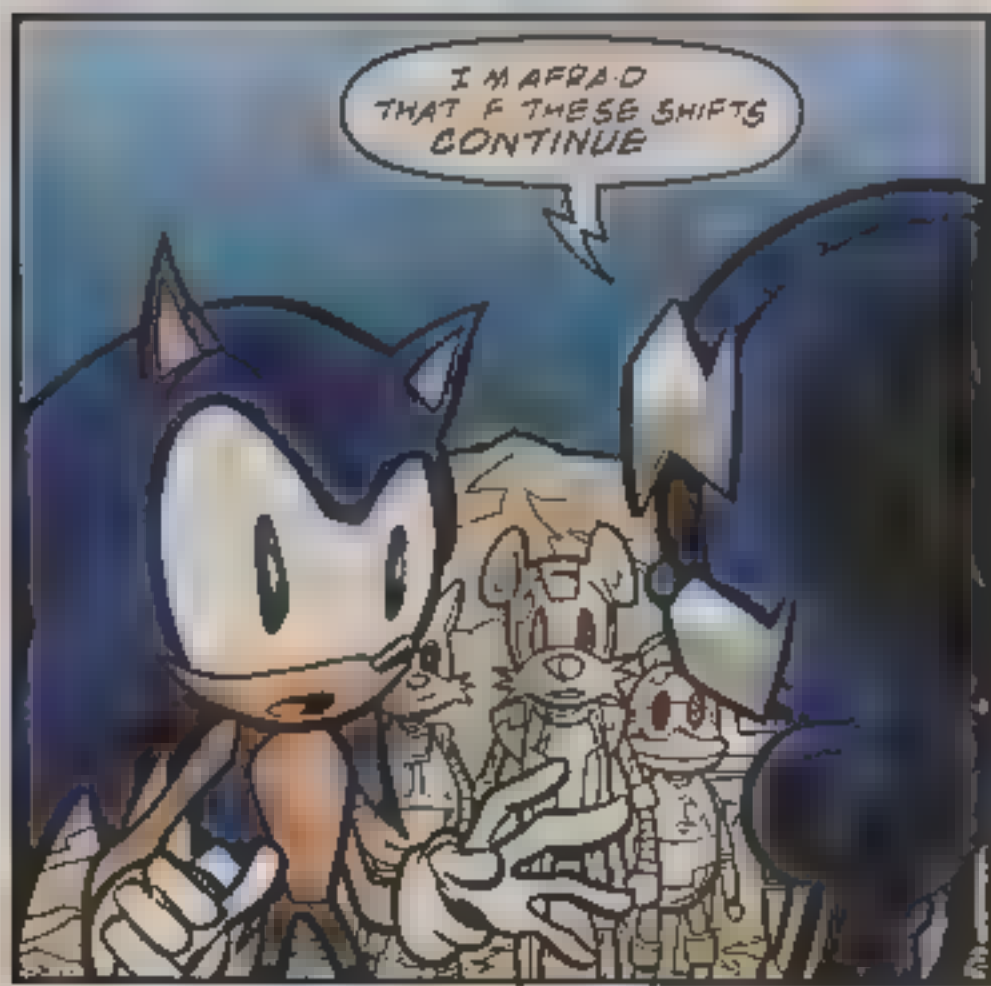
THE SHIFTS APPEAR TO BE RANDOM AND SHORT-LIVED ROBOTNIK WOULD NEVER ATTEMPT THIS UNLESS HE COULD GUARANTEE THE OUTCOME TO BE HIS FAVOR


NATE

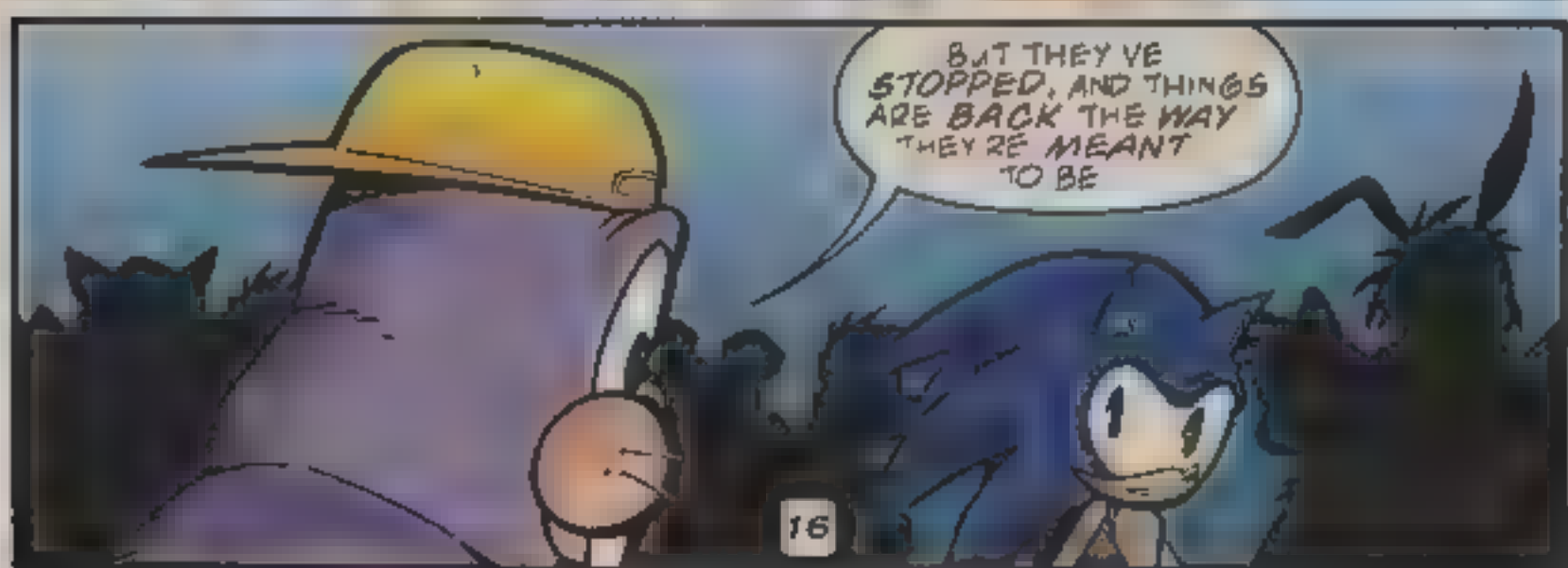

HE WAS HERE JUST A MINUTE AGO

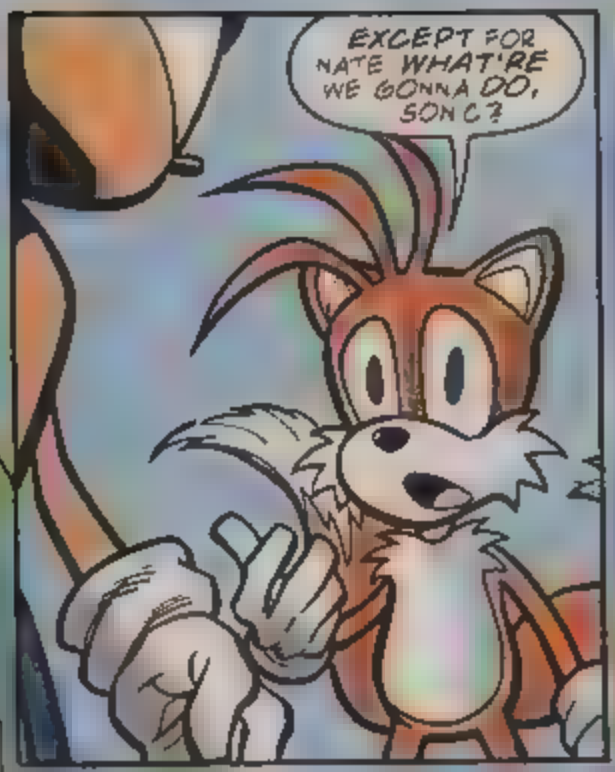

HE'S STILL TRAPPED INSIDE!

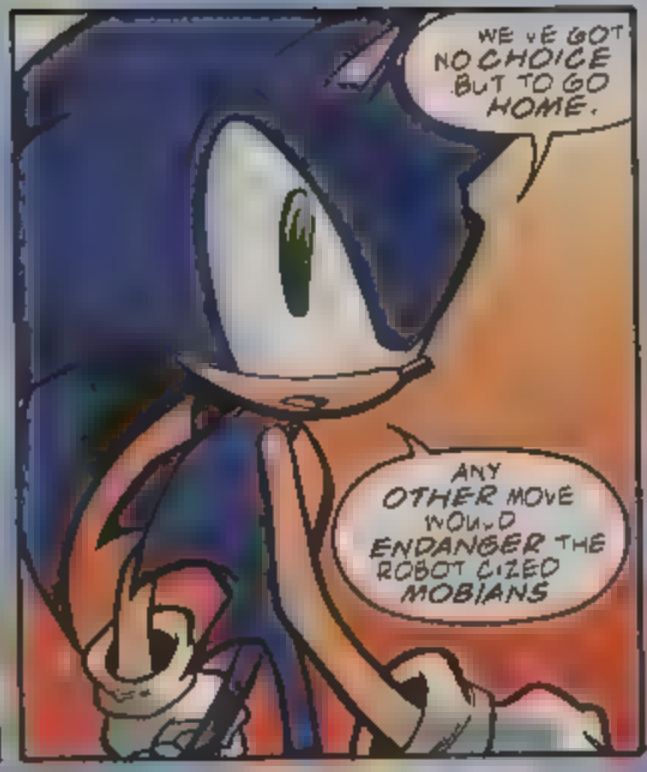

THIS REALITY ISN'T RIGHT, EITHER.
WHOEVER'S RESPONSIBLE LACKS CONTROL OVER THE PROCESS AND..

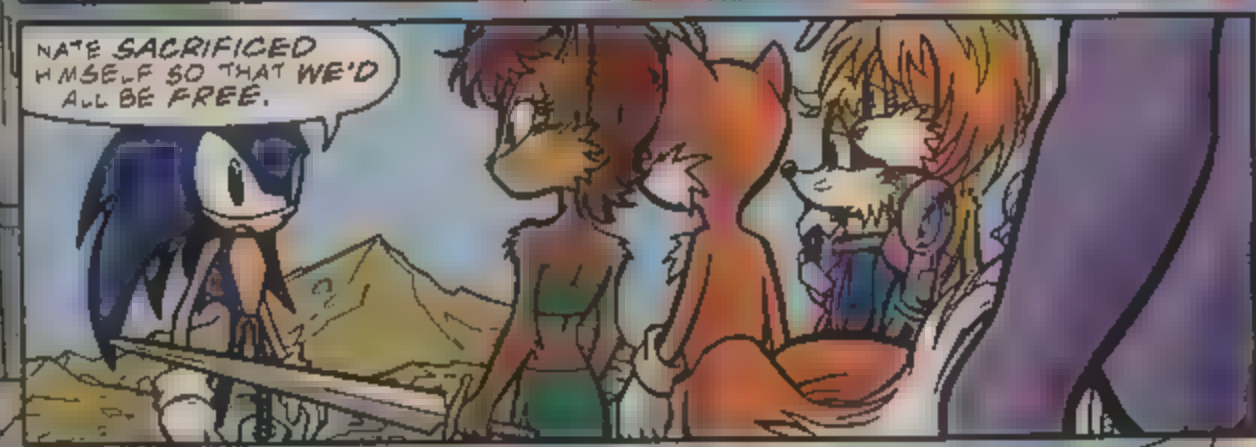

I'M AFRAID THAT IF THESE SHIFTS CONTINUE

THEY COULD VERY WELL THREATEN THE FABRIC OF THE SPACE/TIME CONTINUUM!


BUT THEY'VE STOPPED, AND THINGS ARE BACK THE WAY THEY'RE MEANT TO BE







THERE'S NOTHING WE CAN EVER DO TO REPAY OR CHANGE THAT

ALTERED STATES

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PENCILER

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INKERS

JEFF POWELL
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[illegible]
JR
ART DIRECTOR

[illegible] GORELICK
MANAGING EDITOR

[illegible]
EDITOR IN CHIEF

HE WAS BORN TO BE NONE OTHER THAN THE GUARDIAN OF THE FLOATING ISLAND, BUT NOW,

KNUCKLES

HAS ALIGNED HIMSELF WITH HIS ANCESTOR, DIMITRI, AND HIS FOLLOWERS, THE DARK LEGION, WHICH IS SITTING NONE TOO WELL WITH JULIE-SU AT THE MOMENT...

HAVE YOU LOST IT, KNUCKLES?!!

HOW ON MOBIUS COULD YOU EVEN AGREE TO SIDE WITH DIMITRI?!!

IF YOU COOL IT A MINUTE, I'LL GIVE YOU A CLUE!

IN A WORD-- TOBOR!

TOBOR? THE GUARDIAN THAT MY GRANDFATHER, MORITORI REX IMPERSONATED?!!

REBOOT

ANOTHER CHAPTER IN THE ONGOING SAGA OF SEGA'S EVER-POPULAR ECHIDNA BROUGHT TO YOU BY..

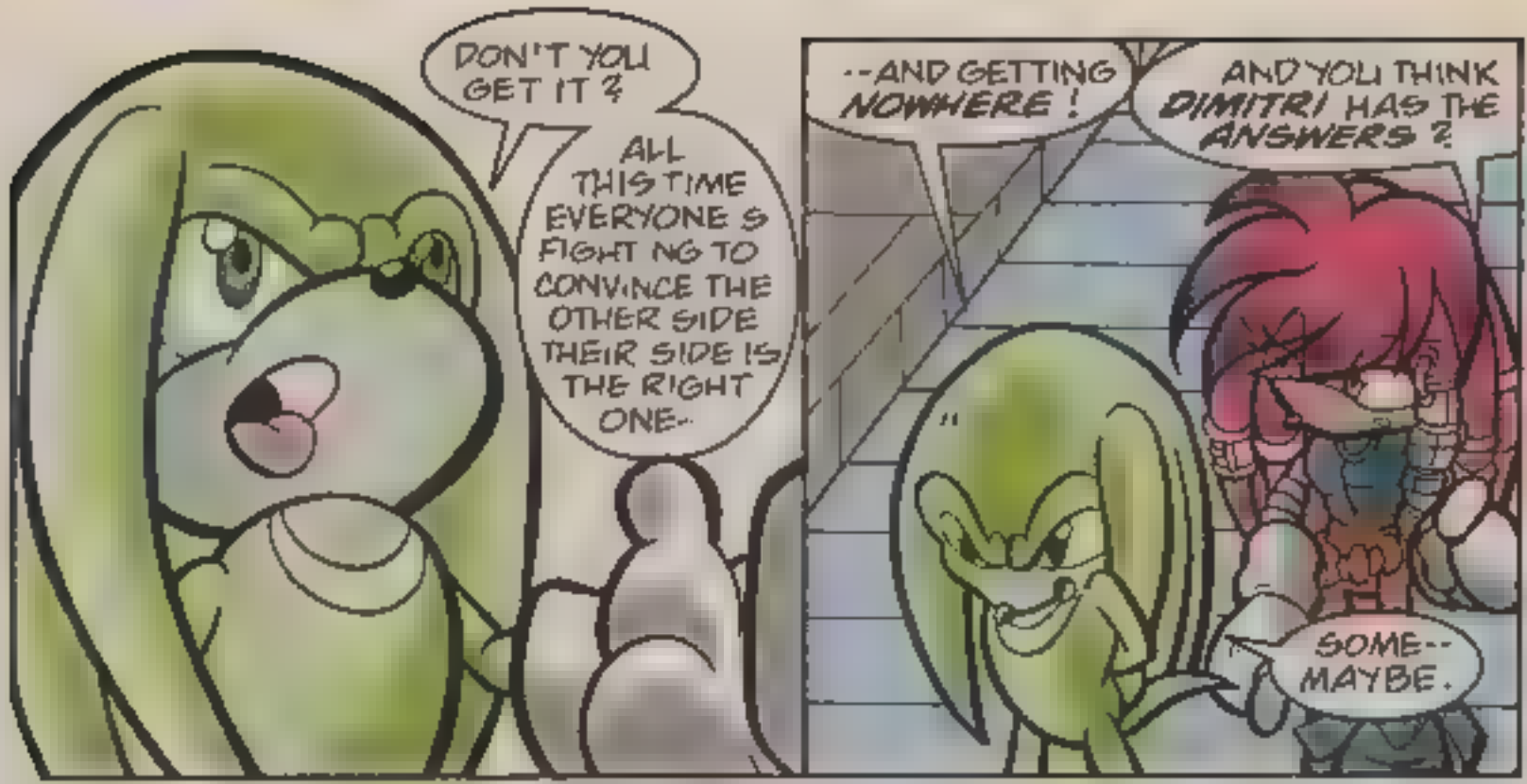
KEN PENDERS- *Writer* DAWN BEST - *Penciler* ANDREW PEPOY--*Inker*
VICKIE WILLIAMS--*Letterer* FRANK G.-*Colorist* JUSTIN GABRIE-- *Editor*

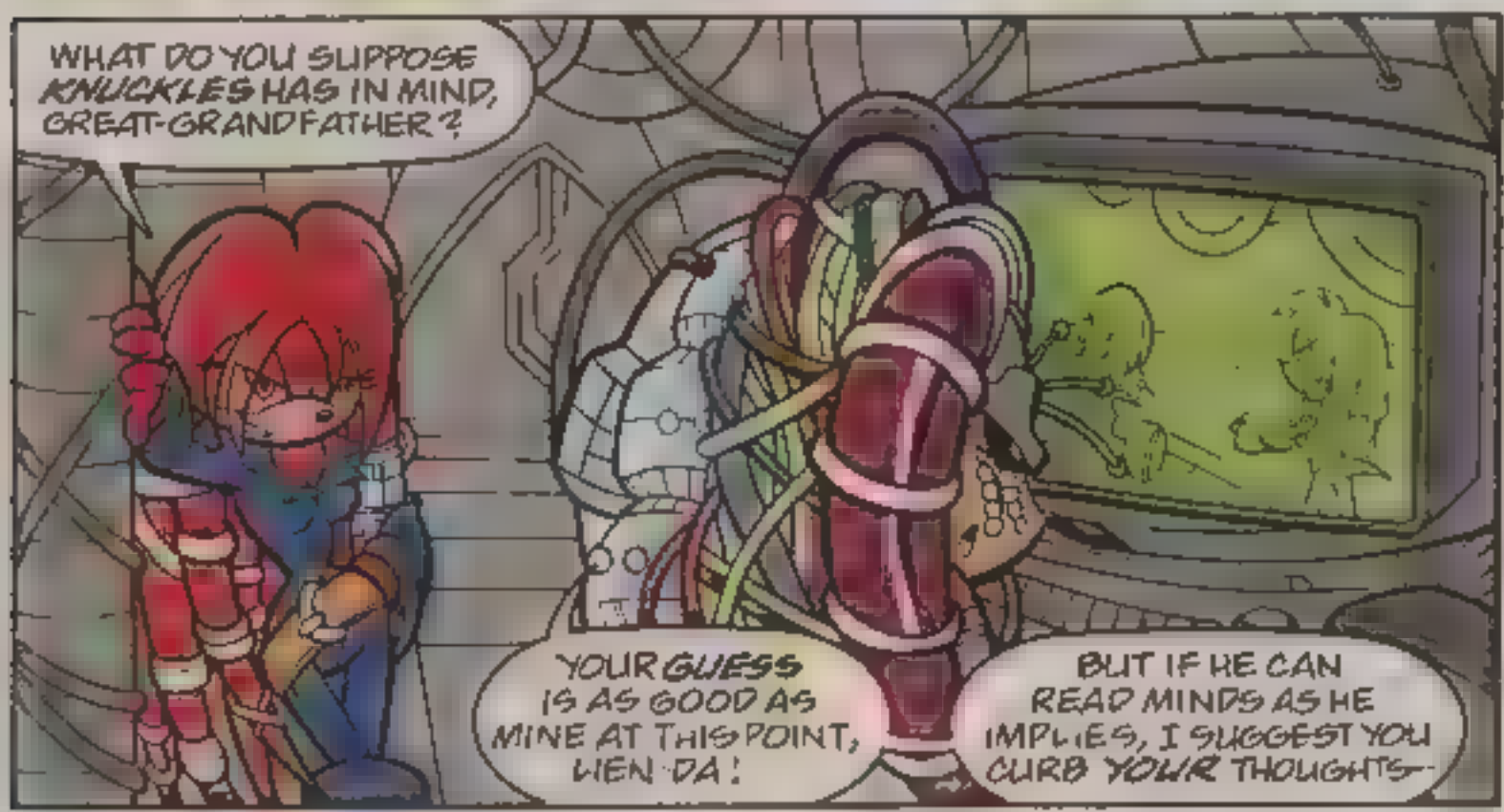
UH-HUH! THAT ONE!

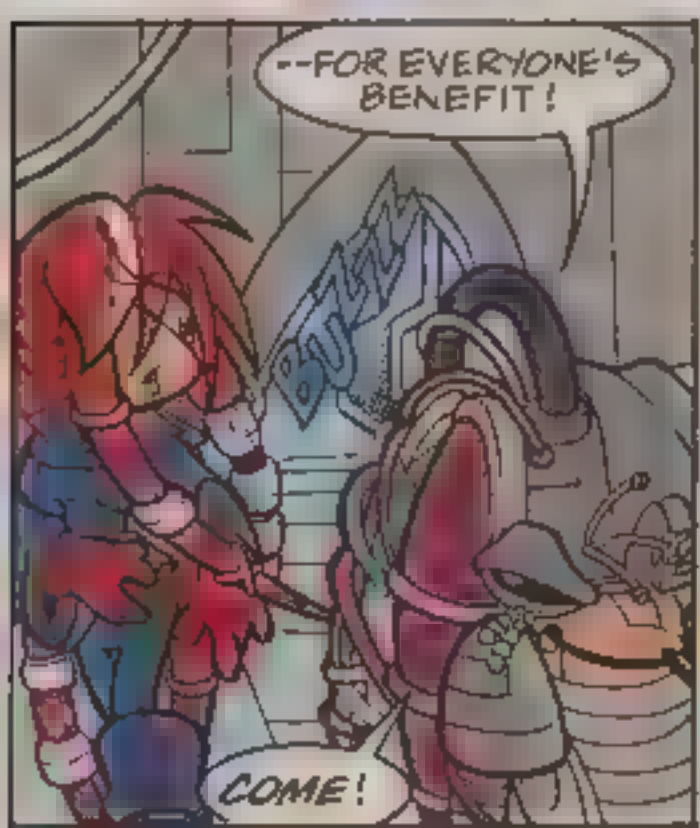
I CAN'T EXPLAIN IT, BUT IT WAS LIKE I WAS IN HIS HEAD WHEN HE FLEW OUT OF THE ZONE HE WAS TRAPPED IN--

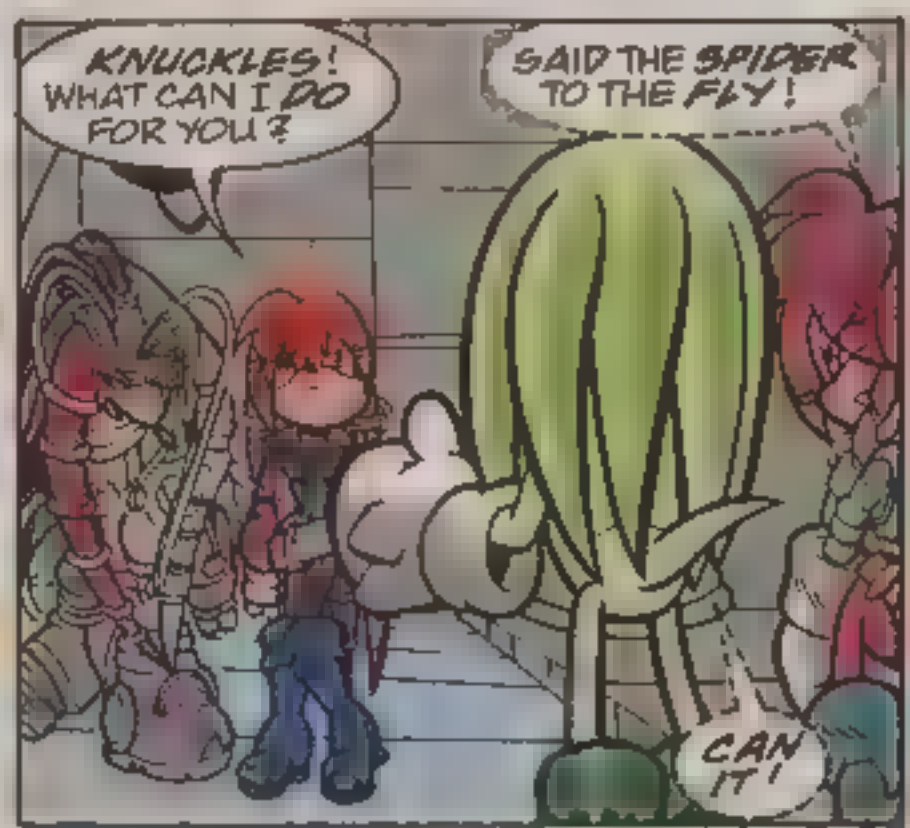
--AND ALL I FELT WAS SUCH ANGER!

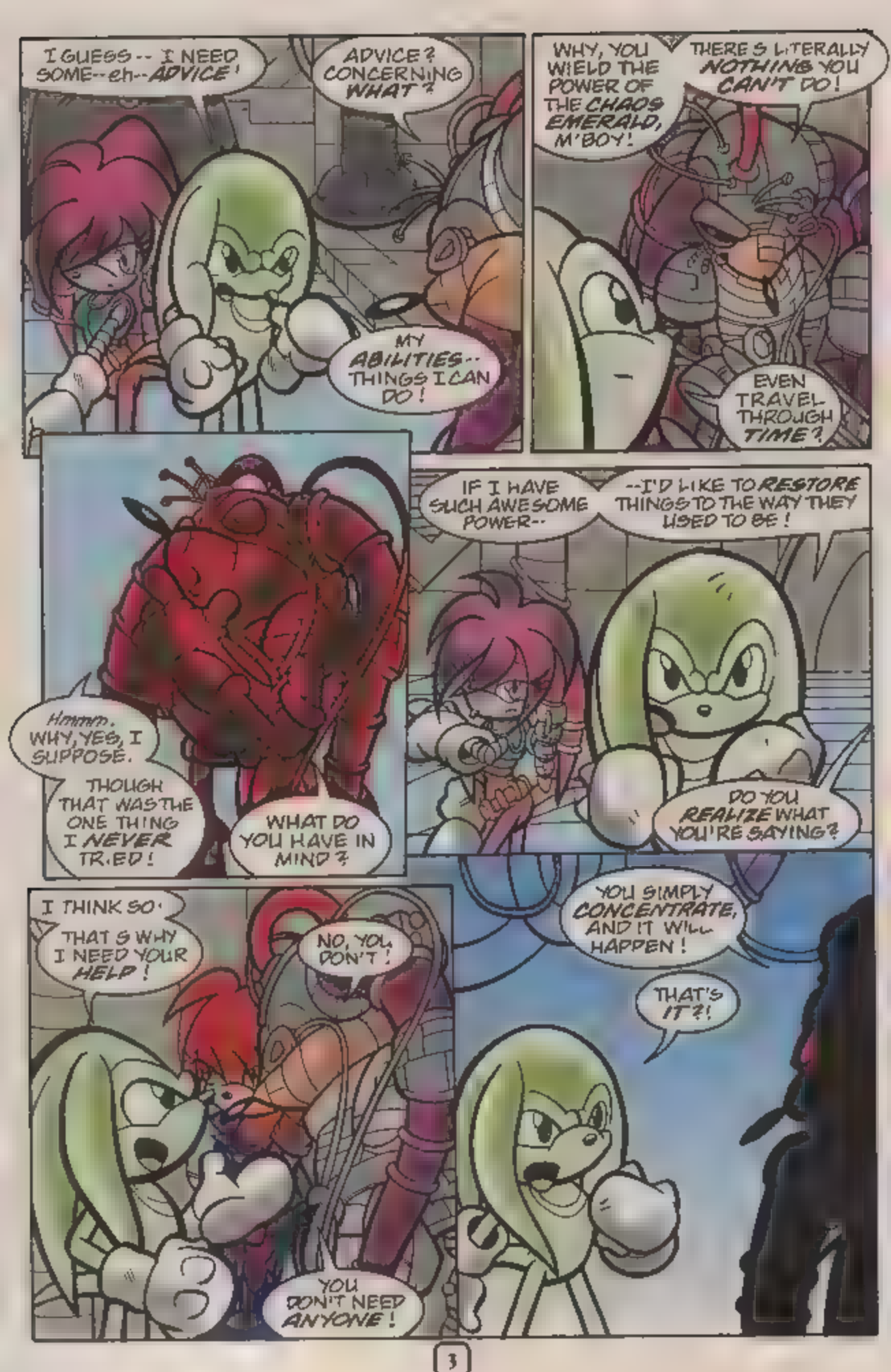
SO? WHAT'S THAT GOT TO DO WITH YOU?

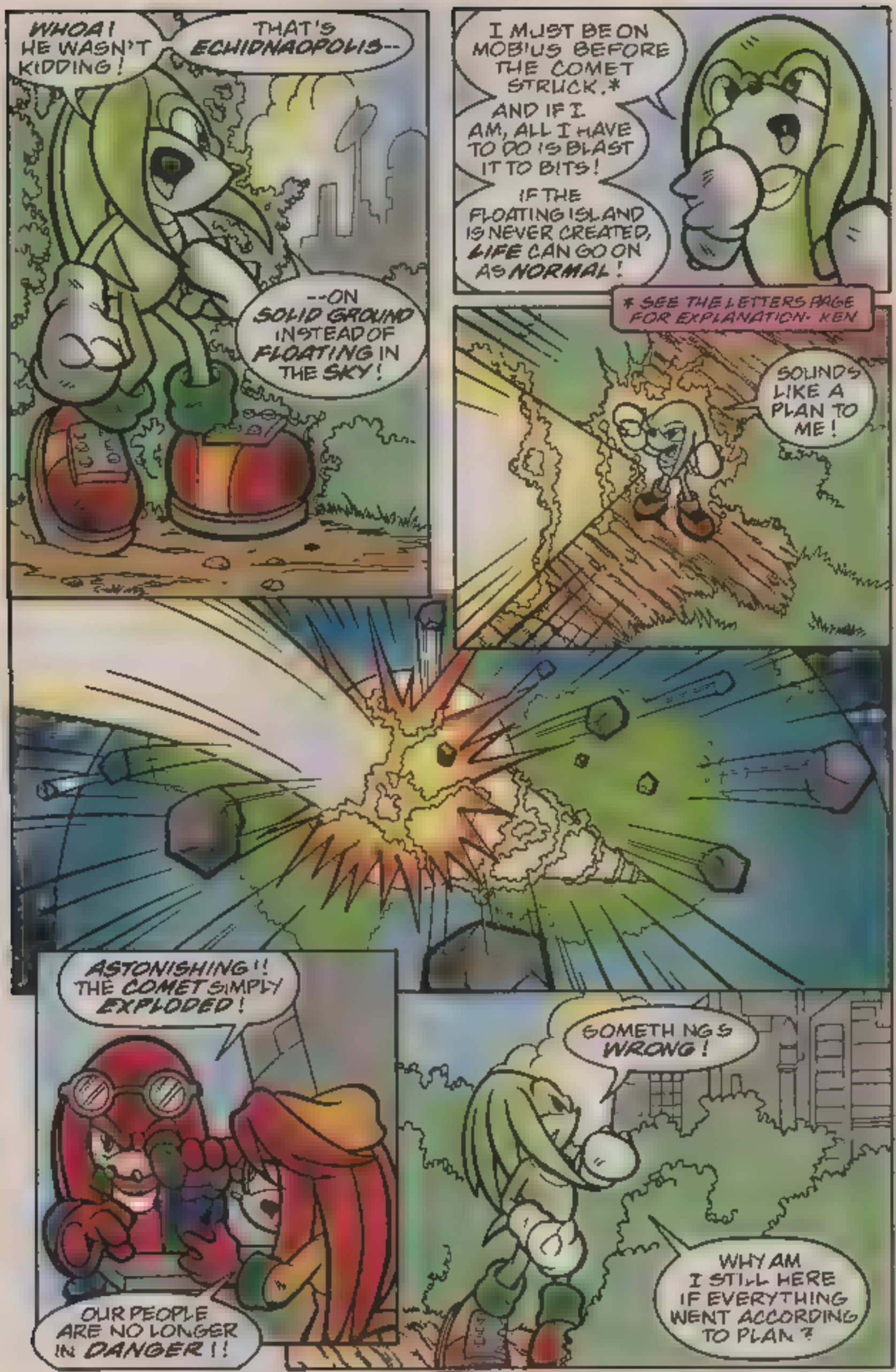

DON'T YOU GET IT?
ALL THIS TIME EVERYONE'S FIGHTING TO CONVINCE THE OTHER SIDE THEIR SIDE IS THE RIGHT ONE--
--AND GETTING NOWHERE!
AND YOU THINK DIMITRI HAS THE ANSWERS?
SOME-- MAYBE.

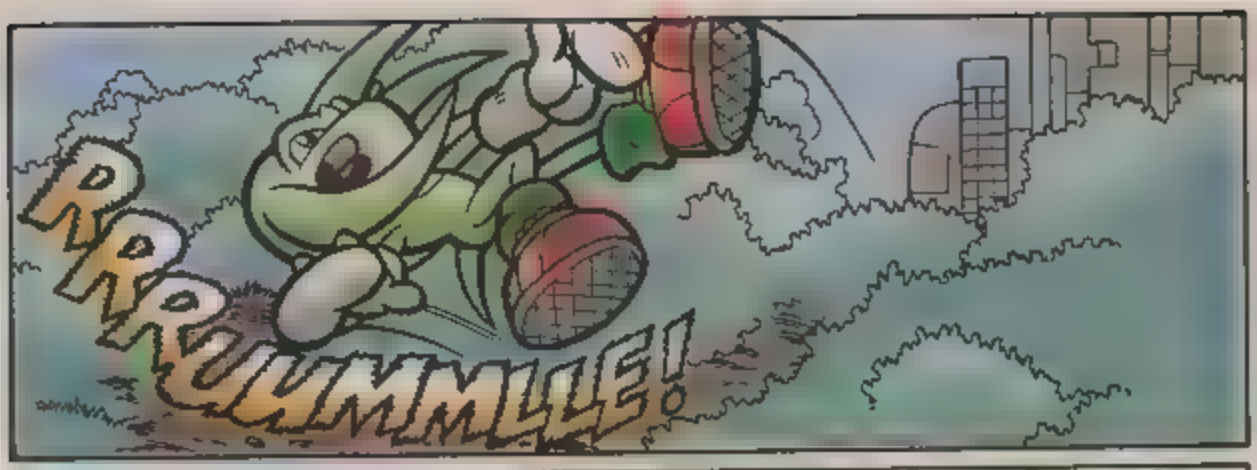

WHAT DO YOU SUPPOSE KNUCKLES HAS IN MIND, GREAT-GRANDFATHER?
YOUR GUESS IS AS GOOD AS MINE AT THIS POINT, WEN-DA!
BUT IF HE CAN READ MINDS AS HE IMPLIES, I SUGGEST YOU CURB YOUR THOUGHTS--

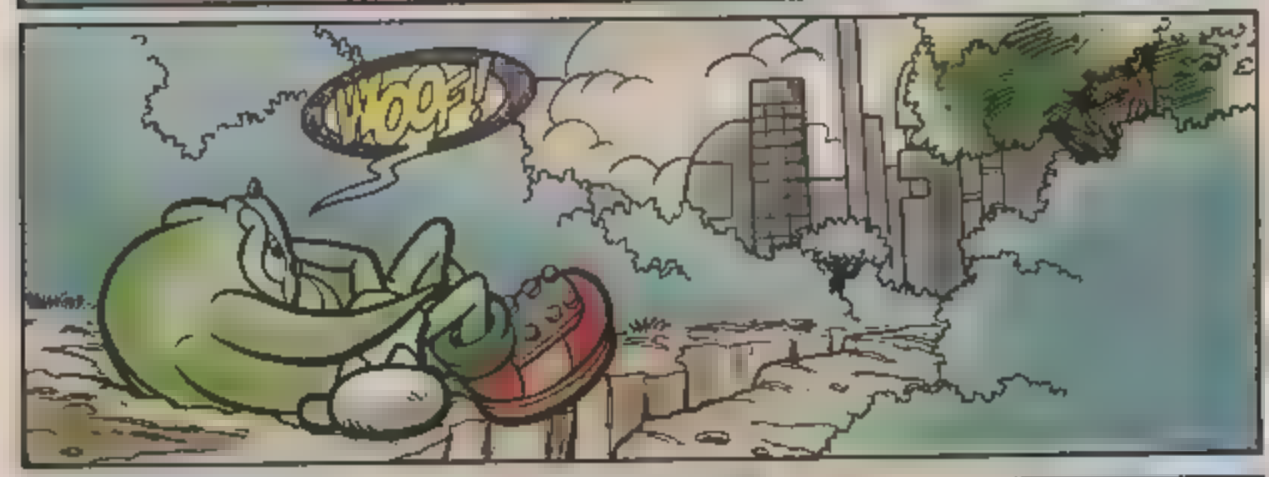

--FOR EVERYONE'S BENEFIT!
BUZZZ
COME!

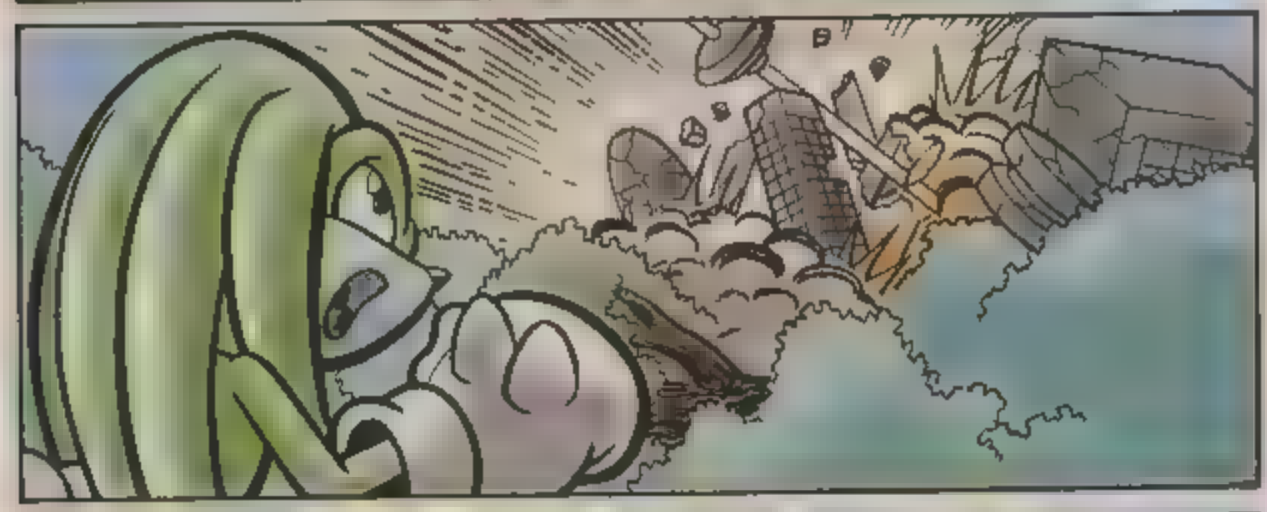

KNUCKLES! WHAT CAN I DO FOR YOU?
SAID THE SPIDER TO THE FLY!
CAN IT!

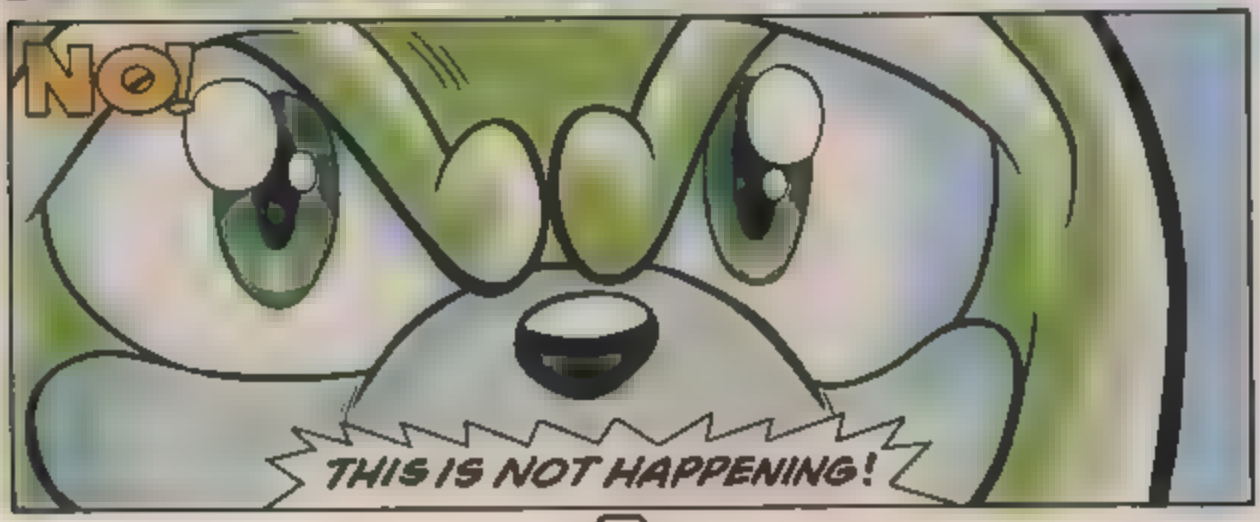

I GUESS -- I NEED SOME--eh--ADVICE!
ADVICE? CONCERNING WHAT?
MY ABILITIES-- THINGS I CAN DO!
WHY, YOU WIELD THE POWER OF THE CHAOS EMERALD, M'BOY!
THERE'S LITERALLY NOTHING YOU CAN'T DO!
EVEN TRAVEL THROUGH TIME?
Hmmm. WHY, YES, I SUPPOSE.
THOUGH THAT WAS THE ONE THING I NEVER TRIED!
WHAT DO YOU HAVE IN MIND?
IF I HAVE SUCH AWESOME POWER--
--I'D LIKE TO RESTORE THINGS TO THE WAY THEY USED TO BE!
DO YOU REALIZE WHAT YOU'RE SAYING?
I THINK SO.
THAT'S WHY I NEED YOUR HELP!
NO, YOU DON'T!
YOU DON'T NEED ANYONE!
YOU SIMPLY CONCENTRATE, AND IT WILL HAPPEN!
THAT'S IT?!


WHOA! HE WASN'T KIDDING!
THAT'S ECHIDNAOPOLIS--
--ON SOLID GROUND INSTEAD OF FLOATING IN THE SKY!
I MUST BE ON MOBIUS BEFORE THE COMET STRUCK.*
AND IF I AM, ALL I HAVE TO DO IS BLAST IT TO BITS!
IF THE FLOATING ISLAND IS NEVER CREATED, LIFE CAN GO ON AS NORMAL!
* SEE THE LETTERS PAGE FOR EXPLANATION- KEN
SOUNDS LIKE A PLAN TO ME!
ASTONISHING!! THE COMET SIMPLY EXPLODED!
OUR PEOPLE ARE NO LONGER IN DANGER!!
SOMETHINGS WRONG!
WHY AM I STILL HERE IF EVERYTHING WENT ACCORDING TO PLAN?


RRRUMMLLE!


WOOF!




NO!
THIS IS NOT HAPPENING!

YOU'RE *STILL* HERE!

EVERYTHING'S THE *SAME*!

HOW?!!

THIS IS *WHY* I NEVER THOUGHT OF MAKING THE ATTEMPT, KNUCKLES!

THERE ARE SIMPLY *TOO MANY VARIABLES* IN AFFECTING A CHANGE TO ACTUAL HISTORIC EVENTS!

NUTS!

YOU'RE JUST SAYING THAT 'CAUSE YOU'RE EITHER A *QUITTER* OR A *COWARD*!

HAVE A CARE, LAD, FOR I KNOW MORE ABOUT *PHYSICS* THAN YOU EVER WILL!

FOR INSTANCE THERE ARE ONLY *THREE* POSSIBLE MOMENTS WHERE YOU STAND EVEN THE REMOTEST CHANCE OF ACCOMPLISHING YOUR TASK!

YOU MET *FAILURE* AT THE FIRST ONE!

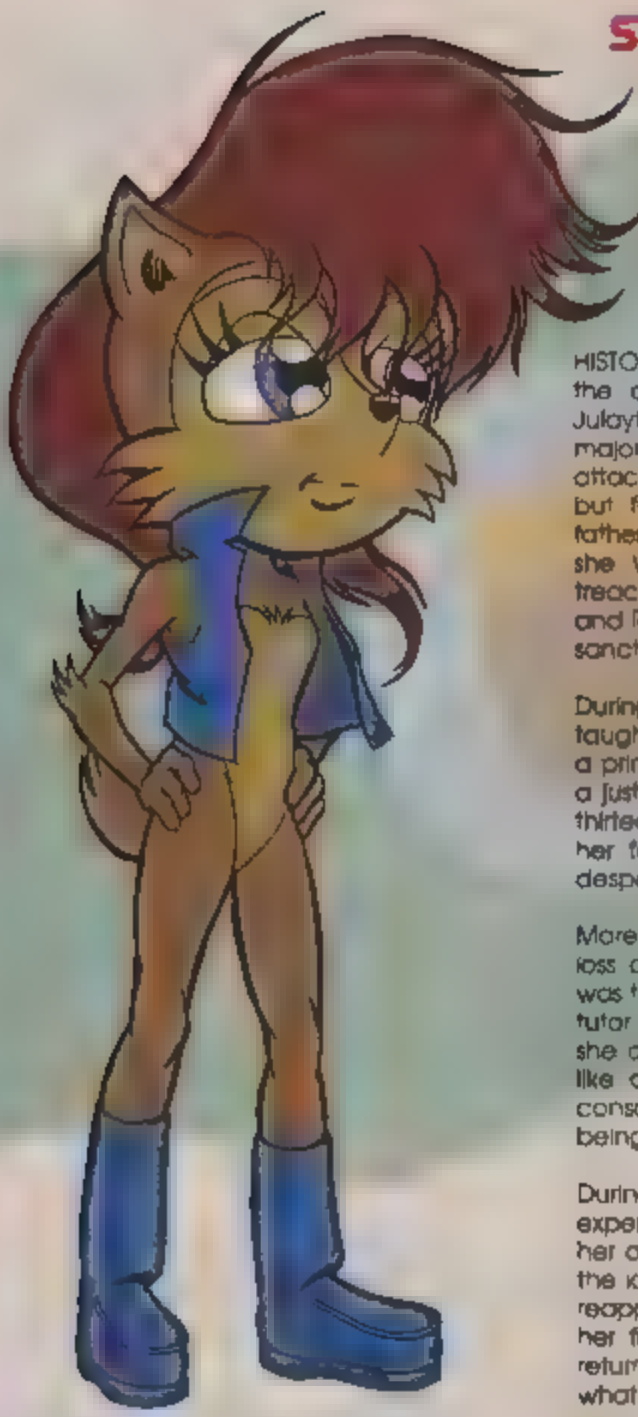
CARE TO *REPEAT* THAT *MISTAKE*--

--OR WILL YOU *LISTEN* TO *ME*?

BE HERE NEXT ISSUE--OR MAYBE THERE WON'T BE AN ISSUE--OR MAYBE THERE WILL BE--BUT KNUCKLES WON'T--OR MAYBE DIMITRI WILL BE THE HERO! ANYTHING IS POSSIBLE!!!

SEGA DATA FILE: 1

PRINCESS Sally



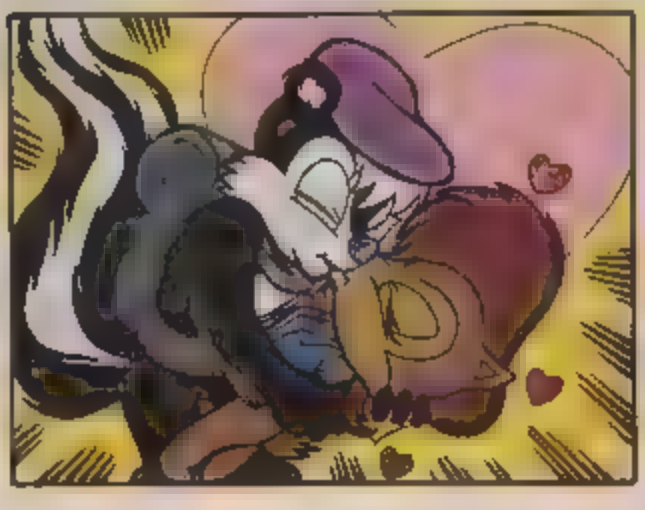
HISTORY Sally spent her early years primarily in the care of her governess Rosie and tutor Julayla as her father King Maximillian spent the majority of his time prosecuting the counter-attack against the Overlanders. When she was but five years of age, having witnessed her father vanquish several enemies to the throne, she would later discover that he met with treachery from his own Warlord forcing Julayla and Rosie to take their young charge and seek sanctuary in Knothole Village.

During the next several years, Julayla and Rosie taught Sally a good many things about being a princess, and more importantly about being a just and kind person. By the time she turned thirteen, Sally was more than prepared to lead her fellow Mobians into combat against the despot Robotnik.

More than a year later Sally would suffer the loss of her beloved Julayla. Her one comfort was the knowledge that she had exceeded her tutor's expectations. It was around this time that she acquired Nicole, who looked pretty much like a hand-held calculator but possessed a consciousness equal to any organic living being.

During the past couple of years, Sally has experienced much — the recovery of her father, her apparent death, the victory over Robotnik, the knowledge of her betrothal to Antoine, the reappearance of her brother, the break-up of her friendship with the echidna Knuckles, the return of her mother — leaving her to wonder what fate has yet in store for her.

FIRST APPEARANCE SONIC THE HEDGEHOG #0, February 1993.
FULL NAME Sally Alicia Acorn
RANK Princess of the House of Acorn
BORN: 186 / 3220
HEIGHT 73 marks WEIGHT 6.5 stone
HAIR: Dark auburn (was discolored for several months due to immersion in a chemical bath)
EYES Blue
KNOWN FAMILY: King Maximillian (father), Queen Alicia (mother), Prince Elias (elder brother), Antoine (Royal Consort)
SERVANTS TO THE COURT OF ACORN: Julayla (tutor), Rosie (governess), Doctor Horatio Quack (Royal Physician)
KNOWN FRIENDS: Nicole (artificial intelligent lifeform), Sonic, Tails, Rotor, Bunnie Rab-bot Geoffrey St. John, Knuckles



SEGA DATA FILE: 2

THE FLOATING ISLAND

FIRST APPEARANCE
SONIC THE HEDGEHOG #13, August 1994.

SURFACE SIZE: Formerly 57.75 sq. metrons, now 41.35 sq. metrons after a quantum beam decimated an uninhabited section of the outer perimeter

HIGHEST PEAK: Mount Thunder, 1.79 metrons

CLIMATE: Depending on which zone or section, you can experience a variety of temperatures and conditions from arctic cold to desert hot

POPULATION: Over 128,435 echidnas at last count. The remaining total of the more than 300 sentient species is unknown.

LARGEST CITY: Echidnaopolis (restored)

ORBITAL SPEED: Circles the entire circumference of Mobius during a span of 3.2 datrons

ORBITAL HEIGHT: Maintains a consistent 6.83 metrons above the surface of Mobius

LOWEST POINT BENEATH THE SURFACE: 2.43 metrons

POINTS OF INTEREST: (1) Knuckles' Lair, (2) Echidnaopolis, (3) Haven (believed destroyed), (4) The Forbidden Zone, (5) Chaos Chamber (located underground), (6) Zoot Chute (hidden access point to Chaos Chamber), (7) site where Julie-Su first met Vector (8) access to Grand Conservatory (located underground), (9) Ancient Ruins, (10) Hidden Oasis, (11) site where Sonic and Tails crash landed (issue #13), (12) cave where Knuckles held Sonic and Tails prisoner, (13) Happyland Amusement Park, (14) Dark Legion Complex, (15) Swampy Swamp (Vector's domicile), (16) Strawberry Fields (Charmy's former hive away from hive), (17) Rainbow Valley (the hidden location of Espio's clan), (18) Fire-Ant Hill, (19) Renfield T. Rodent's Rathole, (20) Chalet Albion

HISTORY: Originally located on the continent known as Downunda, this massive piece of real estate was separated from its planetary moorings when the echidnas — a highly technological society who built and settled the city of Echidnaopolis—discovered a comet on a trajectory that would lead it straight to the city itself. They hatched a plan that would utilize the natural resource of the Chaos Emeralds to literally launch a section of the continent into the skies and out of harm's way.

With the passage of time, a group of young scientists, represented by citizens Edmund and Dimitri, expressed their desire to restore the Floating Island to its original location on the planet. Met with hostility by the governing council, their appeal was denied, forcing Dimitri to take matters into his own hands. His plans were thwarted by his brother Edmund, who took sides with the government in maintaining the status quo.

Ever since, for well over half a millennia, the Floating Island has remained a constant in the skies, still powered by the energy of a single large Chaos Emerald. Only recently has the war upon the surface of Mobius threatened its existence. The despot Dr. Ivo Robotnik planned and schemed to steal the emerald and utilize it for his own ends, just to be defeated by the Guardian Knuckles and his sometime ally Sonic the Hedgehog.

SONIC-GRAMS

THIS JUST IN!

WITH KEN PENDERS

Beyond the simple fact that everyone here at Archie appreciates all the readers who enjoy our comics, more than that we're touched by the inspiration they provide. I can't begin to count all the letters and e-mails that we receive with the writer asking how they too can write and draw stories for Archie. Not a day goes by that we here at Archie don't receive some inquiry on how they can achieve their dreams.

What is surprising, especially on a title like SONIC, is the fact that it's not just the boys who are interested; it's the girls as well. What makes it so is that when I first started working on the series way back when, it seemed like our primary audience was mainly boys ages six to twelve. If we managed to get a female reader to check us out, that was great, but it was not a given. Eventually, the girls did discover our series and were soon contributing their fair share to the letters and fan art pages.

As the years have passed, those same kids grew up, but they never lost their passion. They are only now figuring out how to channel their artistic interests into achieving their goals. They still want to work for Archie and Sega, only now they inquire what classes they need to take to become better writers and artists. They ask if they can become interns. They want to know what they have to do to become like their heroes, the people who inspired them.

One such person was Dawn Best. She first started buying SONIC years ago and became a huge fan. Since she liked to draw, she was soon copying several of the drawings she liked in the various issues. Then she went on to create her own original drawings. She eventually graduated from high school and enrolled in college to pursue a career in art. When I served notice that I was looking for an assistant and invited submissions to be submitted, hers was not only the first to reach my desk, it was the best. (And to be honest, she had some real tough competition, because many others who submitted weren't far from her level.)

Although quite talented in her own right, Dawn also displayed the characteristics necessary to achieve her ambitions: an ability to work hard, a willingness to learn, patience, and a lot of good humor.

She has the potential to go far, and so do all the other boys and girls who dare to dream of achieving their life's goals, whether it's working here at Archie or taking another path along the road of life. Take care.

As ever,

KEN—

P.S. I look forward to hearing your comments of what you thought of Dawn's contributions to this issue's Knuckles story. The best letters will be printed in an upcoming issue.

Send letters to:

SONIC-GRAMS

C/O ARCHIE COMIC PUBLICATIONS, INC.
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MAMARONECK, NY
10543-0419

E-MAIL:
Sonic@kenpenders.com

WEBSITE:
www.archiecomics.com

SEGA WEBSITE: www.sega.com

Note: Due to the overwhelming amount of e-mail and snail mail, it is impossible for us to reply personally to each and every message. However, your opinions are important to us and each message will be read. Also, due to space limitations, some correspondence may be edited.

Thanks for understanding!

COMING ATTRACTIONS

NO. 102

Next issue:

As Sonic and company return to Knothole with the now-freed robotocized Mobians, the Royal Family is betrayed and held hostage in Castle Acorn! Who could possibly be the traitor? And why? And wait'll you see the shock ending that Karl Bollers and Ron Lim have in store. As for Knuckles, Dawn Best returns to help me out with Knuckles as he keeps attempting to change the past in "Life's Realities". Also included are more feature pages such as those presented in this issue.

And now, it's time to check this month's mail:

Dear People at Sonic grams,
I've been a fan of Sonic the Hedgehog since I was nine, and I must say the comic certainly has evolved over the years. The comic adaptation for Sonic Adventure 2 is truly impressive. It makes me wish I could draw with the same quality, although I must say the first story was more detailed than that of the second. Overall it was really good, and the coloring was excellent. The story lines in these comics I find truly inspiring and original, albeit they will never be quite as good as the original Sega-Sonic games, but enjoyable and entertaining in every way. As for the profile idea, I think it's a good idea. New readers will get a feel for what's going on, and get to know the characters a little better. Some things I would like to find out are a bit about Knuckle's mom's side of the family and her history, since the main focus has been on the paternal side, and maybe a little info on Archimedes. Well, thanks for hearing me out, I really appreciate it.
Your fan, Neko-santa

Thanks for the comments, Neko. In response to your suggestion about the features pages, we do have a family tree for Knuckles scheduled for unveiling in SONIC #103, which provides more detail than ever on several sides of the family. Somehow, though, I think it's going to raise as many new questions as the old ones it answers.

Dear Mr. Penders:
Let me start out by saying that I have approximately 140 of the Sonic, Knuckles, Mini-Series, and Specials, so needless to say I am a big fan. Before I continue, I would like to say I've followed the story very closely, and up until the end of the Sonic Adventure Adaptation, I thought the comic was excellent. It seems that the quality of the comic (not just the story, but the art as well) dropped from the end of the Sonic Adventure adaptation until #92. However, I've seen for the most part a gradual, steady improvement. I saw great improvements in #97 and #98 and would like to congratulate you and the team on it. You've started the Sonic Adventure 2 Adaptation very well, and for the first time in a while, I eagerly await the next comics. You should get whoever colored #98 to color more often. That coloring job was outstanding! Thank you for letting me take up so much of your time and listening to what I have to say. I hope I have not offended you in any way with my comments, opinions, and suggestions. If I have I am truly sorry because it was purely unintentional. Thanks Again,
David Eakes

David, I had to edit your letter a bit due to its length, but I trust your points were well represented for the most part. If you discern improvement on our part, that's all we can ask for as we strive our best each issue to do better than the previous one. As for Knuckles, next issue wraps up the current storyline, then he takes a few issues off. When he returns in SONIC #106, I guarantee that's one story every Knuckles fan won't want to miss.

Dear Sonic Grams:
I think you are the most talented comic artists for Sonic I have ever seen. Keep up the good work. Since I have always been reading Japanese manga comics, American comics have not attracted me until now. I am a long time Sonic fan, but I only like what is made originally by the Sonic team. So I would really appreciate if you do more comics based on the game. And I don't mind waiting for all of you to play the game first then draw. That's how Japanese people do it. I also want to submit my fan art of Sonic. I hope you will like it!
Christine Chong

Christine, I thought your art was pretty terrific, so much so that I submitted it to the production team here at Archie. As for your suggestion to do the comic series more like the games, at this point that would be extremely difficult as our series was always based on several different source materials, most notably the two licensed animation series that were produced in the early 90's.

Dear Sonic-Grams,
I first want to say that Sonic is the most way-past-cool guy ever, not just a hedgehog. I have a couple of questions though. 1) Why do almost none of the characters wear pants? My friends and I have come up with all kinds of reasons why, but none of them really fit. Also, Sonic is completely nude. We figured that clothes might slow him down. 2) Why is Mina so fast? 3) Was she born with it like Sonic? 4) And why can't she control it like he can? I know that you get lots of letters but I'll bet that other fans are wondering the same things. Please print my letter!
Grace
P.S. I love Spaz's artwork!
Keep up the good work!

You never saw Bugs Bunny wear any pants either, Grace, but nobody ever thought he looked strange because he didn't. The same applies to Sonic. Frankly, when you deal with what one might call a funny animal character, rules and conditions you apply to human characters don't necessarily work well—or the same way—in regards to the animal ones. As for Mina's speed, I'll have to consult with Karl, as he may have a story in the works detailing her background more completely. Stay tuned.

Dear Sonic-grams,
Hi, my name is Sherin. I'm a Sonic fan, and I have been collecting your series since issue #49. Your comics are just great. I can't stop reading them. What happened to Turbo-Tails in issue #97? Who does Sonic like the most, Sally or Mina? Where did Monkey Khan disappear to in issue #92? I wish your comics would go on till #500 like Archie's did. Thanks for reading and keep up the good work.
Sherin Farid

I'd settle for #300, as I'd be ready to retire at that point. Seriously, as long as enough of you guys keep buying 'em, we'll keep making 'em. As for Turbo-Tails, what happened to him is only a part of the mystery that needs to be resolved over exactly who and what he is. With regards to Sonic, why should he have to pick one at this stage, as he's only 16! There's time enough later to settle down. Lastly, the saga of Monkey Khan will continue at some future date that has yet to be determined, and you'll find out all the details then.

That's it for this issue. Check back with us next time for more comments, compliments and criticisms. Take care.

Cover illustration by Patrick Spaziante and Harvey Mercadoocasio
with colors and caps by Josh D. Ray. Edit page layout & design by JoepeP.

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